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M A G A Z I N E

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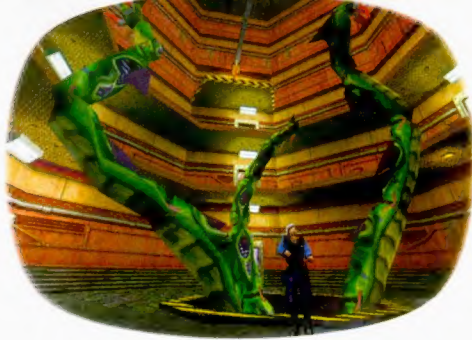
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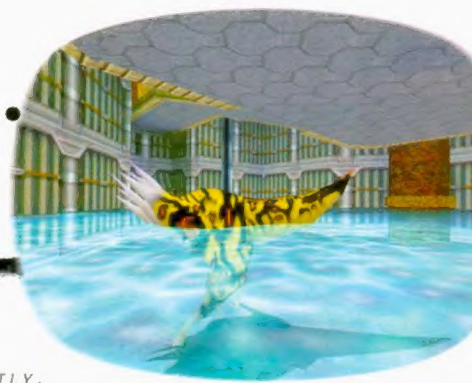
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HALF-LIFE





Papyrus Takes to the Track With New Racecar

IF YOU WERE one of the 100,000-plus fans at this summer's Molson-Indy road race in Vancouver, B.C., and if you were lucky enough to get a good look at the cars as they whizzed by at 150 mph, then you might have caught your first look at the new Sierra/Papyrus race car that took part in the Kool/Toyota Atlantic Championship race.

For those not familiar with the Atlantic series, it's fundamentally the triple-A baseball league of auto racing. This

series is the premier training ground for future stars of the sport. Racers like Michael Andretti, Bobby Rahal, Roberto Moreno, and Jimmy Vasser have driven in the series in the past and are now top competitors in the CART series.

Evidence of its commitment to motorsports, Papyrus plans for open-wheeled racing in the months and years ahead, but for more information on that, you'll have to look for future issues of *InterAction* magazine.

Trace Your Roots With Sierra Family Tree

CURIOSITY ABOUT RELATIVES—distant and otherwise—has captivated the human race for centuries. But charting your extended family can be more of a chore than an adventure. That's all about to change. The most flexible and in-depth

genealogical software product for Windows makes its debut this winter. *Sierra Family Tree* will not only be easy to use, it will be offered for the amazing price of \$29.95!

Sierra Family Tree will let you enter genealogical information, names, dates, places, facts, and personal notes. Graphically it surpasses the competition by allowing you to see and read descendant charts (covering 99 generations) and ancestors (35 generations). Unlike its competition, *Sierra Family Tree* will also allow users to edit on-screen charts with the ease of drag-and-drop technology. Pop-up lists avoid common duplication when entering names so you're not typing the same name over and over again. It's never been so easy to see who's all in the family.



PHOTO BY HERBERT CROMWELL

Multiplayer Earthsiege 3 Demo Free on the Web

THE *EARTHSIEGE* DEVELOPMENT team at Dynamix has decided to break their silence and give everyone at taste of what they're working on—the riveting new action game, *Earthsiege 3*. With a technology release available on their webpage at www.sierra.com/es3, you're privvy to a sample of all the awesome things to come when the game ships this spring.

The release will have the following features:

- Fully playable multiplayer version (no single player)
- Multiplayer via TCP/IP only

(no modem-to-modem or serial)

- Choice of three HERCs to pilot
- Software and 3Dfx-accelerated video support
- Two completely different worlds on which to play
- You will be able to join a game in progress
- Lobby server support will make joining a game as easy as point and click

This will be "alpha" code so the system requirements will be higher than will be required in the final released product. At this time it is looking like the minimum is a Pentium 150 with

32 megs of RAM. The actual requirements will be posted on the website when the download

is ready. Remember: go to www.sierra.com/es3 for a sneak peek at this killer title.





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graphics accelerator, you'll have the ultimate gaming system for your Windows 95 PC. Using ground-breaking A3D Interactive technology from Aureal—initially developed for NASA virtual reality simulators—Monster Sound provides stunning, digital-quality 3D positional sound. And, according to *Computer Gaming World*, the Monster 3D graphics card is the ideal solution “for no-holds-barred blistering 3D performance.” Separately, they bring the absolute best out of today's most outrageous games and Web sites. Together, they deliver performance that blows everything else away.

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Power Chess '98: Smarter & Stronger

POWER CHESS WAS a star as soon as it was released. *Computer Games Strategy Plus* magazine gave it four out of five stars and commented, "Power Chess delivers a fresh, addictive, and innovative way for the rest of us to improve our play." Not bad. *Wired* magazine said, "This game is great. It is one of the best things to happen to on-screen chess since there was such a thing. At once a game, a tutorial, and a power player's exercise program."

With that as a base and refusing to rest on their laurels, the *Power Chess* team is back with a winner: *Power Chess '98*. Packed with new hard-core features, *Power Chess '98* boasts a special window so you can see what

the chess engine is thinking. Players are also able to force the computer to move sooner than it wants to, and *Power Chess '98* will analyze all games, including those played over the Internet.

Shipping on two CDs, *Power Chess '98* is more than just a chess game. Its built-in tutorial gives instant feedback after each game, explaining mistakes and highlighting strengths. The holiday season holds much promise and so does *Power Chess '98*. Check

www.sierra.com/powerchess for the latest development updates.



Crack the Power Chess King And Win

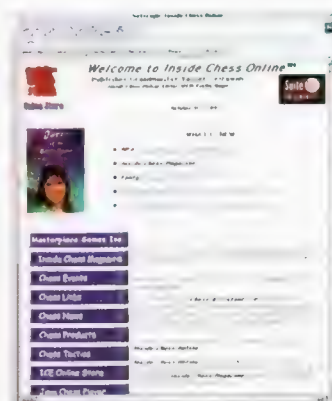
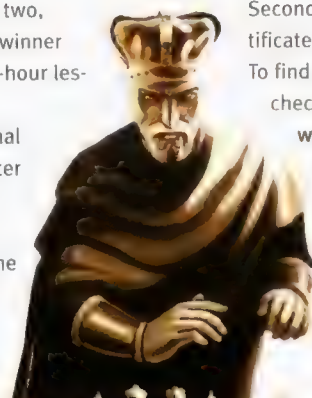
THE POWER CHESS King always plays his favorite game plan. But if you can find the right moves to bust his opening book and its traps and "Crack the King," you could win big. Force the King to switch to a different opening book, get the entry code, and send it and a 25-word or less *Power Chess* slogan to Sierra. All entrants will be entered into a drawing for the grand prize—a four-day trip to

Seattle for two, where the winner gets a one-hour lesson from International Grandmaster Yasser Seirawan, rated as one of the top 10 chess players.

Second prize is a \$250 gift certificate to Inside Chess On-line. To find out more about Yasser, check out his website at

www.tcc.net/chess/chess.html.

For more details about the "Crack the King" contest, point your browser at the *Power Chess '98* website www.sierra.com/powerchess.



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Civil War Generals Live on the 'Net

STARTING IN DECEMBER 1997, sign up to play in the Civil War Generals contest via GameSpot's website at www.gamespot.com/promos/civilwar. There will be four unique Civil War battles starting January 5, 1998. It will battle over WON.net. Every player who completes the first battle will win a free *Civil War Generals 2: Grant, Lee, Sherman* T-shirt. Win a different prize for each battle you complete. The number of people who move on each night will be based upon victory points earned in battle. In the finale, the best player from the North will be pitted against the best player from the South to decide once and for all who is the "Ultimate Civil War General."

The Easiest Contest Ever

Contest winners (left to right) Nacole Nabors, Dennis Livingston, and Jeff Tolonen



ENTER THE EASIEST contest ever. Inside each Sierra product is a yellow registration form. Fill it out, send it in. That's all it takes. A winner is drawn each month.

Just ask Sierra fans Dennis Livingston, Nacole Nabors, Gerta Sless, Jeff Tolonen, or Jack Churchill. They filled out their registration cards and entered the contest, and each won 20

Sierra games of their choice.

All it takes is a stamp, and you can win too! (While you're at it, check the box for a FREE one-year subscription to *InterAction* magazine.)

Sierra Goes Hollywood with QFG V



EARLIER THIS FALL, Chance Thomas, musical director for *Quest for Glory V: Dragon Fire*, conducted members of the Utah Symphony in an all-day recording session for the *QFG V: Dragon Fire* soundtrack CD. It is the first time that an actual orchestra has been utilized for the soundtrack of a Sierra game.

"It was an indescribable, almost overwhelming feeling to

hear world-class musicians bringing my music score to life," says Thomas. "I'll never forget it as long as I live."

Hear samples of the soundtrack on the *QFG V: Dragon Fire* website at www.sierra.com/qfg5. The entire soundtrack is available now and features a killer demo of the game. It is currently available by calling (800) 757-7707 or at www.sierra.com.

Sierra Sighting

HERE'S PROOF SIERRA is enjoyed around the world. Eleven-year-old Tal Kra-Oz from Israel recently spotted Kay Kuter on *The X-Files*. Kuter, who played Werner Huber in *Gabriel Knight: The Beast Within*, made an appearance as the "Head-Calusari." We sent Tal (per his request) the *Roberta Williams Anthology* for his Sierra Sighting.



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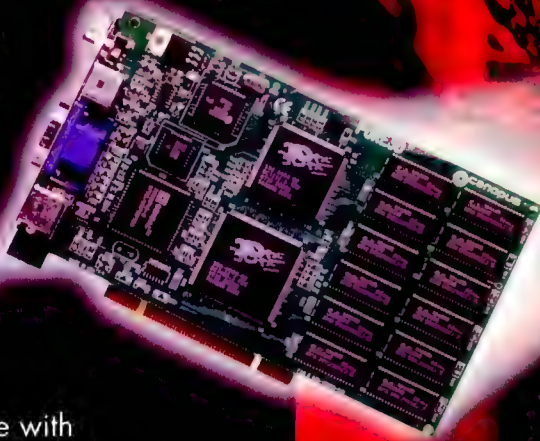
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BABYLON 5

WARNER BROS. AND SIERRA JOIN FORCES TO CONQUER THE UNIVERSE

THE INK IS barely dry on a deal between Warner Bros. and Sierra that grants Sierra an exclusive, multi-game licensing agreement to produce a series of games based on the popular space science-fiction TV series *Babylon 5*. Over the course of the next few years, Sierra will be bringing you a variety of *Babylon 5* game titles. In addition, Sierra is distributing *The Official Guide to J. Michael Straczynski's Babylon 5*, in stores now.

Hitting store shelves just in time for the holidays, *The Official Guide to Babylon 5* is a comprehensive and compelling interactive CD tour of the *Babylon 5* universe focusing

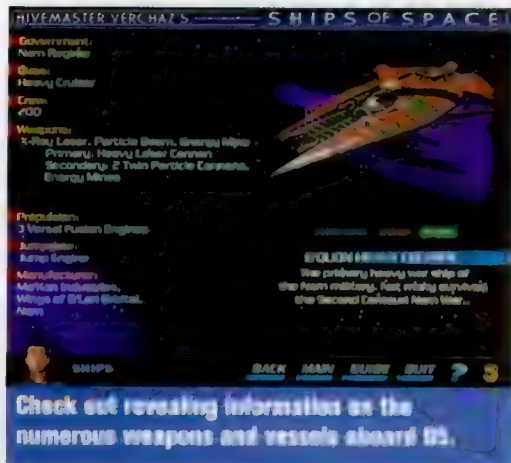
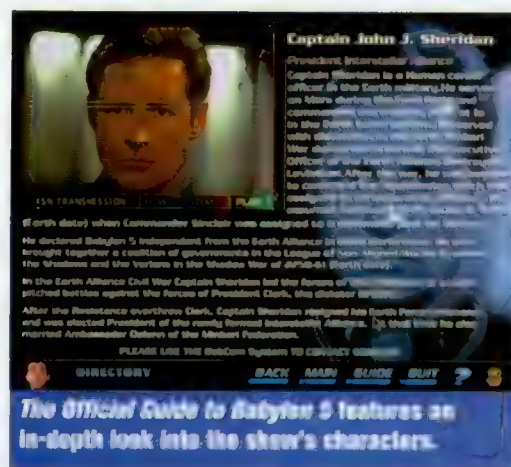
on season four. Designed and produced by the show's creators, the first CD of this two-CD package is an interactive guide that incorporates live footage from actual episodes to support an insider's view of the characters, races, weapons, ships, locations, and politics of the *Babylon 5* universe.

The second CD in the package contains the music of Christopher Franke—the composer for the *Babylon 5* series,

famous for his work with the group Tangerine Dream. Several tracks were written specifically for Sierra's upcoming space/combat game.

GET THE LATEST NEWS

Check out Sierra's *Babylon 5* website: www.sierra.com/babylon5, for more info on *The Official Guide to J. Michael Straczynski's Babylon 5* and upcoming exciting space combat simulation titles featuring the *Babylon 5* universe.



ORIGIN OF THE TELEVISION SERIES



The *Babylon 5* series was created by J. Michael Straczynski in 1993 as a novel for television with a five-year story arc. Hitting the air in October 1994, the show has gained a vast, loyal following in 230 U.S. cities and 20 countries worldwide. *Babylon 5* has also earned critical acclaim worldwide, including two HUGO awards, for its innovative storytelling technique and intriguing characters.

Set in the year 2260, *Babylon 5* takes place aboard a five-mile-long, United Nations-type space station, *Babylon 5*. The station was established as neutral ground for the ambassadors of other races, worlds, and cultures to discuss their differences. *Babylon 5* is the fifth such space station. The first three were sabotaged and destroyed, while the fourth mysteriously disappeared. Now *Babylon 5* is the last hope for peace in a universe riddled with far-reaching corruption and the imminent emergence of an ancient, powerful evil.

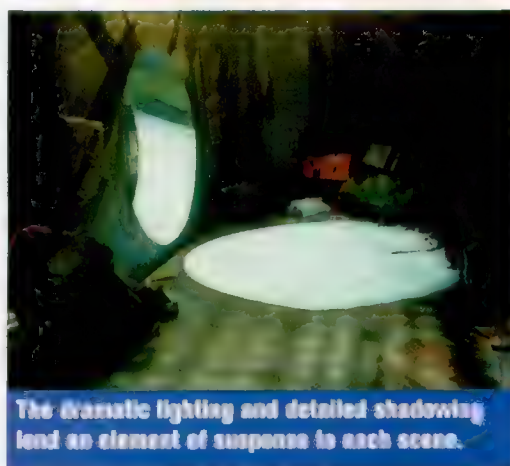


Players can recreate historical conflicts or simply fight to the death for the conquest of the universe.

Also included is an interactive interview with some of the production staff and actors who work on the show—including J. Michael Straczynski.

Due on shelves in the fall of '98, Sierra's *Babylon 5* space/combat simulation will shoot for the top slot in the competitive space/combat market. A great deal of attention will be dedicated to maintaining the look and feel of the TV series—both in graphic detail and in accurate flight characteristics. Working directly with Straczynski, the designer's goal is to stay as true to the canon as possible. This game should satisfy the hard-core space/combat fan, as well as those interested in the strategy level included in the game. From realistic AI (artificial intelligence) opponents to heart-racing multiplayer

action, this title will be the hottest space/combat sim out there. So, whether you are a fan of the TV series, a fan of space sims, or both, keep checking www.sierra.com/babylon5 for the latest developments of our *Babylon 5* project.



The dramatic lighting and detailed shadowing lend an element of suspense to each scene.



Explore the intrigue and technology of the universe in the year 2263.

Receive an Exclusive Babylon 5 Collectible Card **FREE!**

Receive a free limited-edition *Babylon 5* Collectible Card when you purchase *The Official Guide to J. Michael Straczynski's Babylon 5*. The *Babylon 5* Collectible Card game is published by Precedence Publishing and is a faithful rendition of the television show, containing all the action, political intrigue, and great characters. Look for starter decks and booster packs in stores, November 1997. For more information, check out www.sierra.com or call 1-800-757-7707.

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See page 54



By Geoffrey Keighley

OUR IMAGINATION is a potent tool that helps forge lifelong goals, magnificent dreams, and even torrid nightmares. Most of all, imagination is the medium through which we can escape from daily melancholy and enter an alternative reality. We enter a parallel world that is unique in its own right, populated with thoughts, visions, and emotions that we create. Notably, *Lords of Magic* from Impressions Software is a game that relies on and celebrates imagination. It employs the mind as a building block for a voyage to a fresh reality amok with a web of mystical

creatures, laced with the power of magic, and ready for players to mold into their own utopia.

Imagine a time of cosmic upheaval. Urak, a fiery rock, glows with nascent magical energies. The rock cools over time, and its energy coalesces into four polar nexuses of power, the so-called elemental magics: Fire, Water, Earth, and Air. Life springs up from these poles into Giant Races. These races form various religions such as Life, Death, Order, and Chaos. Erected throughout the newly discovered land are temples to sanctify and focus these holy energies. At first, there are no problems, no conflict, and, thus, no history. Urak is an uncluttered canvas, the

pristine definition of serenity. For what now develops between these citizens, faiths, and creatures is up to you and your imagination.

It's More Than a Game

Combining turn-based exploration and resource management with real-time combat, *Lords of Magic* is a fantasy adaptation of the gameplay formula

team created is entirely new; it is bigger, bolder, and, yes, more seamless than its predecessor. "It's so engrossing, you forget you're playing a game," says co-designer Jeff Fiske.

Somehow, Fiske's words resonate as we sit down to explore the world of Urak. It is not a game; no, that is much too limiting a description. As you enter the world, eight different faiths are available. They include the Life Faith, with lean and healthy elves as warriors; the Air Faith, which uses tall and burly her-

are alone. In fact, *Lords of Magic* is a personal game in that sense: you play a Champion Warrior, Mage, or Thief who starts with nothing. In order to win the game, you will need to move from rags to riches by gaining the support of other Faiths through your Fame. At first, explore the unknown and lushly detailed game world in all four cardinal directions to start establishing clout among the citizens.

In Urak, there are no cities to build from scratch, but there are cities to claim, conquer, and improve. Once you

STRATEGY

from the smash-hit medieval strategy game *Lords of the Realm II*, also developed by Impressions. As creative director Chris Beatrice explains, "What we've done is faithfully adapt the fantasy

genre to a game of exploration and conquest using our successful mixture of real-time and turn-based strategic elements." The world Beatrice and his

The combat is more detailed than any in this genre.

And varied gameplay will satisfy all levels of players.

—GameSpot

mits as henchmen; and the Death Faith, which subscribes to ideals such as torture. Once you select a faith from the menu, the screen fades to black. Now, it is time to let your imagination run wild against this mystical backdrop.

What Lies in the Darkness?

Once the world of Urak is unveiled, you

gain enough Fame by winning battles and making trades, a city will ask you to become their Lord. This first city can be used as a stepping stone to a broader power base.

Conflict is inevitable for any world with so many different faiths that all subscribe to different principles. With that fact in mind, deep within the caves

THE DEVIL'S ADVOCATE

T IRED OF HEARING the stodgy old story of how you must thwart the forces of Evil and return the world to its happy-go-lucky infancy? Here's a tip: pick the Death Faith to become a classic anti-hero. You will pillage the entire world and gain full power over Urak. As a dark

leader, the thrust of triumph will be on your side. The bottom line is that everyone has wanted to throttle an artsy little Gnome into another universe at one time or another. Experience true evil for the ultimate conquest and make this vision a reality—a dark reality.





of the Dark Elves, the evil soul of Balkoth, the Dark Elf Lord, is released from the Great Amulet of Darkness after a 10,000-year incarceration. His minions of death have developed a plan for world domination, and it is up to you to stop him, or join him.

As a leader, you will manage city buildings and industry, steering them toward prosperity and the eventual confrontation with Balkoth, your imperial nemesis. As your Fame in the world keeps increasing, other Champions will come to join. At that point, specific tasks should be farmed out to these Champions as their



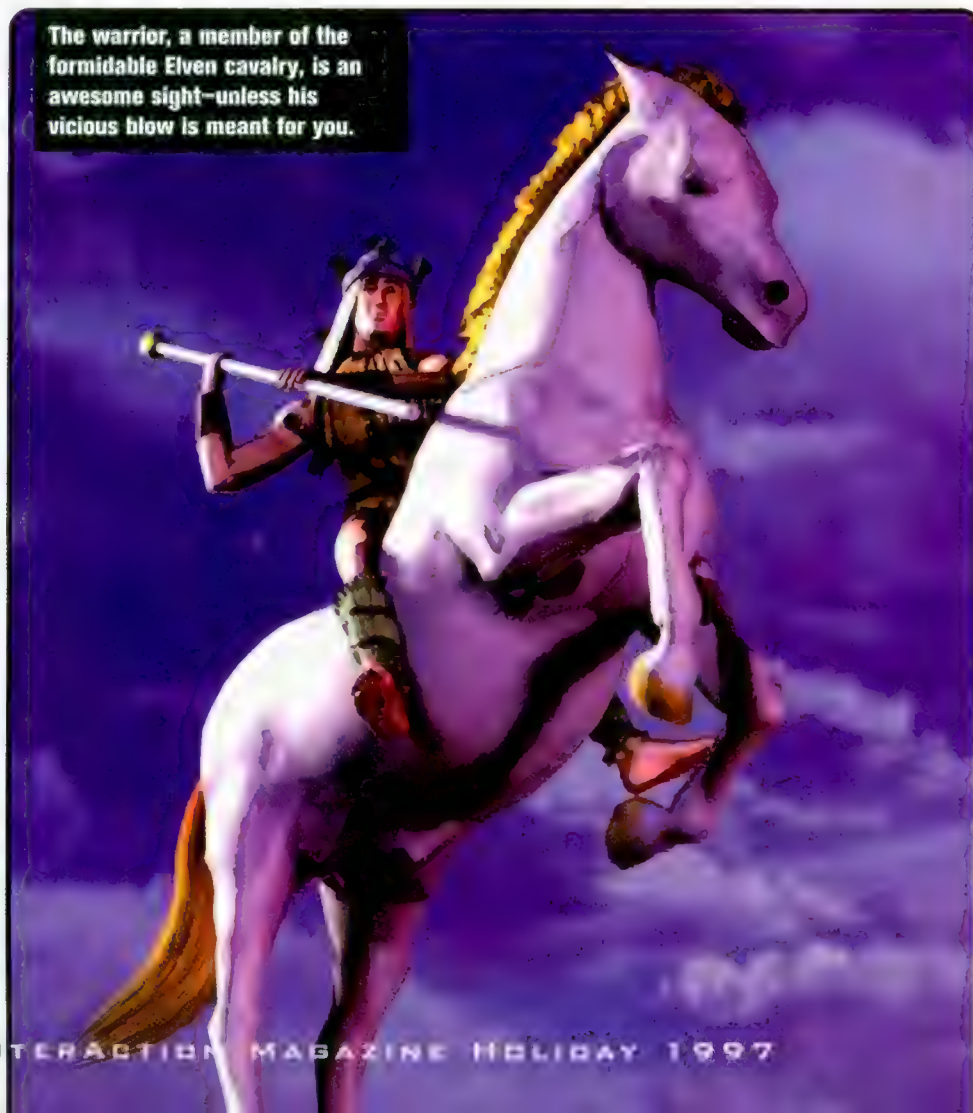
sophisticated AI (artificial intelligence) allows them to work on their own with little supervision.

Negotiations Win Wars

With such a monstrous conflict brewing in the world of Urak, battle is not the

only route to victory. The key to success lies in the annals of history and the ideal of practical, meaningful diplomacy. You'll win or lose support based not only on your combat skills, but also on your negotiation tactics and city management.

The warrior, a member of the formidable Elven cavalry, is an awesome sight—unless his vicious blow is meant for you.



Battles soon take place as you decide to become shrewd in your dealings with enemies. As previously mentioned, combat scenarios switch the game from an isometric, turn-based mode to a real-time 3D engine featuring dynamic topography. The ideas of magic, spells, and sorcery come into play with over 160 different melodies of magic at your fingertips. Some examples of unique combat spells include the Life Faith's regeneration spell; the fierce Death Faith's Golgatha's Gift, a contagious disease spreader; and the Air Faith's bolts of magical electricity. Conventional weapons such as knives and swords are effective equipment during battle, yet the real fun lies in casting spells.

The Art of the Deal

Beyond the brawn of battle, the backbone of *Lords of Magic* involves layers of

EARTH



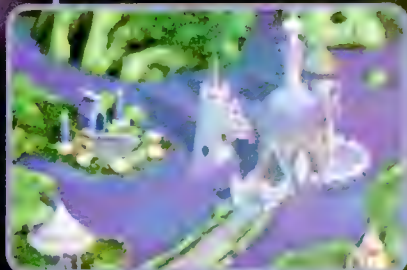
Gnomes and Dwarves are heavily armored and often great Wizards and Smiths. Their stone spells are especially effective during combat.

LIFE



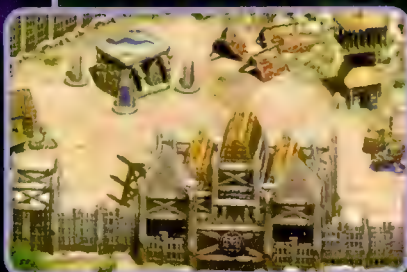
Don't underestimate this Faith, best known for its musically-voiced elves. Their magical powers include: healing, regeneration, and resurrection.

WATER



Slithery Lizardmen and Amazon Females enjoy their watery surroundings, bringing with them an oceanful of defensive spells to ward off attacks.

CHAOS



There are Barbarians at this gate, along with a Cyclops or two. Their magic is uncontrollable, and their Polymorph spell can turn you into a chicken.

HAVE A LITTLE FAITH

LORDS OF MAGIC, a strategy game of epic proportions, allows players to select one of eight Faiths as their virtual personification. Here is just a sampling of what to expect in each Faith.

ORDER



Good old Homo Sapiens with large mustaches and heavy armor are members of this Faith. They subscribe to simple and authoritarian positions.

FIRE



Keep an eye out for Imps, Dragons, and Fire Giants that conjure spells like the fireball and fire darts. They are most comfortable near volcanic canyons.

DEATH



Bats, Vampires, and Skeletons call this Faith home. Their favorite pastime is inflicting death on unsuspecting creatures, but they can also raise the dead.

AIR



Powerful Storm Giants tower high above land. From the clouds, these colossals cast electricity-based spells on their enemies below.

diplomacy between Faiths. "You're not going to be able to run through the game pillaging every enemy village in one fell swoop," says producer Glenn Oliver. In fact, the game requires players to develop a strong power base. Through a sophisticated bartering system, goods, prisoners, knowledge, and even full cities can be traded among all the practicing Faiths in Urak.

The best way to gain knowledge on the needs and wants of other Faiths is by way of Thieves.

Once data is retrieved on competitors, their physical resource statistics on gold and crystal as well as psychological factors including their trust of other colonies will become available. The bartering screen allows players to offer trades, but if the city you want to trade with has a low trust rating of your city, do not expect an easy acceptance of any offer.

It's Your World, Your Playground

Due to gameplay factors such as the bartering system, realistic combat, and a faithful fantasy environment, the world of Urak is huge and vast in scope. Interactions between all these different creatures, Faiths, and Champions are the driving force behind the game experience. "There's no right or wrong way to win the

In your library, Wizards research spells that will overpower your enemies.

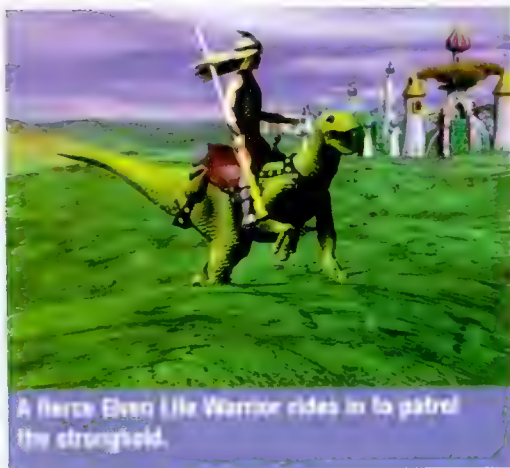
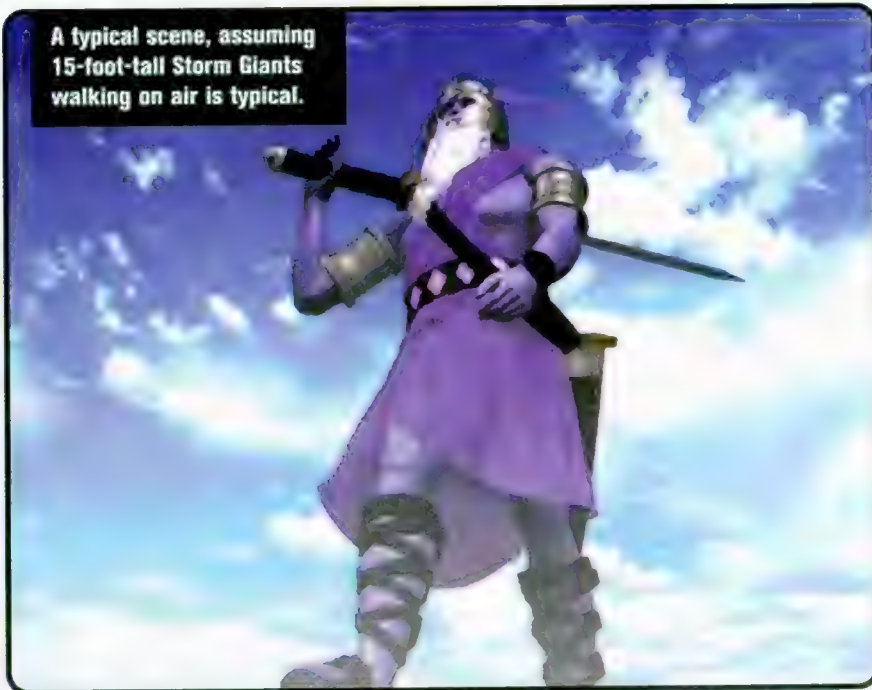


game," says Fiske. "We're giving the players the world, and they are developing their own experience based on the elements and tools we give them."

With so many variables that help mold the game environment, no two games will ever be even remotely similar in execution. The added layer of

Internet play for up to four players makes the possibilities endless. Impressions has created the tools to author the ultimate world conceived by your own mind. This variety and scope is the true gift of a fantasy game. But it's more than a game; *Lords of Magic* is a Smithsonian-like vault of faithful fantasy assets that help create an epic adventure where the only limit is your own imagination. **n**

A typical scene, assuming 15-foot-tall Storm Giants walking on air is typical.



A fierce Elven Life Warrior rides in to patrol the stronghold.

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See page 54



By Eve Forward

CRYPTS AND CATACOMBS crawling with creatures, festering nests of alien pests, hideous hopping Hork-Spawn horrors—all this and more are coming to you soon from the sick souls at Sierra's Synergistic Software, in the long-awaited *Hellfire* expansion pack for Blizzard Entertainment's ferociously popular *Diablo*.

Diablo, voted *Computer Gaming World's* 1996 Game of the Year and selling well over a million copies, fuses captivating fantasy adventure with vehement real-time action. *Hellfire* further expands and enhances the world created in the best-selling *Diablo*, adding new challenges, new opponents, new rewards, and newfangled features for enhanced playability.

Life's Never Easy

Don't think it's any easier, though. For one thing, just like in the multi-player version of the original game, the single-player *Hellfire* gives you the option of starting at one of three difficulty levels:



Normal, Nightmare, and HELL. Choose your punishment, and hang on for a bloodbath.

If that's not enough to give you the cold sweats, try this: Diablo himself has been enhanced. Bigger. Stronger. Meaner than ever before. You haven't really faced Diablo until you've faced *Hellfire's* Lord of Terror.

30 New, Powerful Combat Items

But not everything's going against you. For example, the little town of Tristram is a nice place to visit, but you don't want to spend all your time there. To eliminate some of the tedious footwork that takes you away from your monster-massacring, we've

added an optional double-speed walk for your time in town. Now your character can hasten through those errands on the surface and get right back to work.

And with big risks come big rewards. *Hellfire* also adds plenty of new treasures to your dreams of avarice. You'll find new types of weapons, such as Crystalline (extra sharp but brittle) and Jesters (for that little touch of chaos in your life). For those of you with gold fever, the Auric Amulet can double your doubloon-carrying capacity.



Magical runes can be an explosive surprise for an unwary monster, and magical oils can keep your weapons as good as new—or even sharper!

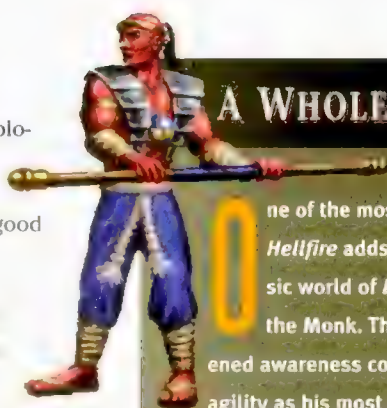
8 Terrifying Levels With 23 New Beasts

Further advances and discoveries in the arts of magic have expanded the range and variety of spells available to the practicing hero as well. Now your hero can summon up walls of crackling lightning, blast forth expanding rings of fireballs, and reveal hidden magical items with but an effort of will. New unique items also make their appearance in *Hellfire*, including a magical bow with incredible power. Strong stuff, but you'll need it for this horrendously hostile new supplement.

How hostile? Well, you may think that Diablo is the ultimate, the terror of all terrors. But once upon a time, back in the mists of history, there was another. One of Diablo's generals, Na-Krul, was trained to be commander of the Lord of Terror's dark forces. He was so successful, becoming so steeped in power, that this young upstart demon thought he could wrest control from his lord Diablo. And he almost succeeded.

So great was this interloper's strength that even Diablo himself could not wholly defeat him.

Instead, the Lord of Terror banished him to the Void, the endless spaces behind the shadows where the lost dead spirits dwell. There Na-Krul was trapped. He wandered the howling nothingness, biding his time and conserving his strength, planning and waiting for a way back to the sunlit world, to once again face the demon who had ban-



A WHOLE NEW HERO

One of the most intriguing things *Hellfire* adds to the already classic world of *Diablo* is a new hero, the Monk. This being of heightened awareness counts speed and agility as his most devastating weapons—mocking the use of bladed weapons and heavy armor as a means of defense. His special "vision" allows him to



deflect his opponents' blows through anticipation, concentration, and quickness. But the Monk is also a master with a staff. With one mighty swing, he can destroy a

great number of foes. *Hellfire* searches the dark underworld of *Diablo* with a whole new character class.

ished him. Seeking, searching for a way—and then, a way was found.

These new horrors do not come alone, either. In their path follow acid-spitting Spider Lords and bloated floating Psychorbs, Stingers with their scorpion tails and powerful venom, a Hork

For the low price of an add-on, *Hellfire* delivers a sizzling new game experience.

Demon spurting forth bouncing baby Hork Spawn, and festering Tomb Rats with nasty sharp teeth. Liches with spells that can burn you to ashes, slithering Lashworms with a long tail that lashes, Grave Digger Zombies and

Hellbats with wings, these are a few of Diablo's favorite things....

But the new faces aren't all nasty horrible ugly things twisted with demented

evil fury. You'll meet new characters and face new quests; new puzzles and problems will present themselves for your entertainment. From the quest for the Four Corners of the

World, to a simple townsman with a very complicated problem, you'll find plenty to do in the new *Hellfire* expansion pack.

Best of all, a whole new persona has been added to the world of *Diablo*.

Walking from out of the East, from the Brotherhood of the Bough, comes the Monk. Driven from his home by a dark sickness that threatens his land and the

simple way of life of his people, the Monk is looking for answers, and for vengeance against the darkness. A master at bare-handed combat and supreme in the art of the staff, the Monk scorns bladed weapons and heavy armor, relying instead upon his speed, agility, and concentration. His heightened

awareness allows him to see the things that others miss, to block and dodge the blows of his opponent and return them with his own lightning speed. With the staff he is unparalleled, able to sweep down many foes with a single strike. Even unarmed he is a fearsome opponent. A whole new character class, with full graphics and action moves, awaits your mastery.

With a vast array of new enhancements and enchantments, a multitude of motley mutant monsters, and a vast variety of strange new paths

NEW NIGHTMARES

REAPER

This stocky brute of a demon slices and dices with a huge, evil scythe. Reapers are the elite minions of the overlord, Na-Krul.



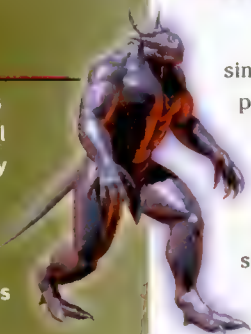
HORK SPAWN

Small but vicious head creatures that bite with toothy, oversized mouths. They are born, exploding alien-like, out of the chest of Hork Demons.



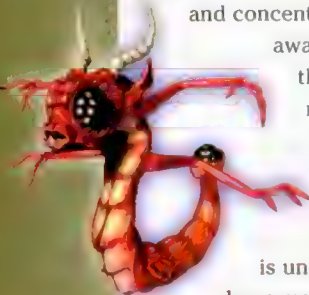
CRYPT DEMON

Ancient marble statues of muscular demons fill the Demon Crypt. Many of these stone beasts have come to life, ready to beat and crush any soft creatures that cross their paths.



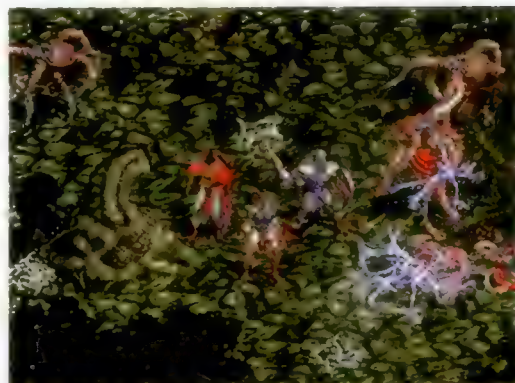
TORCH ANT

Part worm, part ant, part demon miscreation—it spits fireballs that explode upon impact.



HELLBOAR

A savage, bull-horned monstrosity that goes with its facial tusks.

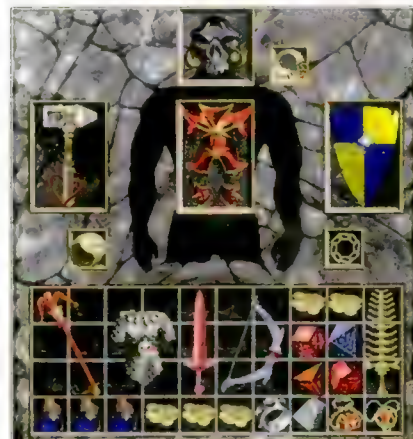


Favorite characters from the past are on hand to explore this expedition into the unknown.



NEW LEVELS: Explore dangerous new levels, such as the Festering Nest.

to explore, the *Hellfire* expansion pack from Sierra takes *Diablo* into realms you've never imagined possible. Whether you're an established hero or a new young champion, a burning new world of adventure lies waiting to be challenged. Dare to face the flames of *Hellfire*. **D**



INVENTORY: Thirty new items add to your arsenal of weapons and armor.

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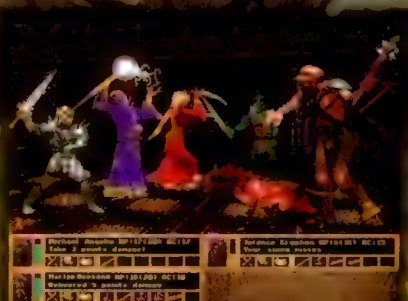
*Intrigue. Sorcery.
Bloodtheft. It's all part
of everyday life in the
captivating world
of Birthright.™*

*Your battle against evil
begins in Cerilia, where you
alone have the power to
preserve your domain. Your
weapons? Strategy, skill,
magic, and a unique
heritage of divine power:
your Bloodline.*

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meets battle/strategy
with Birthright. Available
now on CD-ROM.*



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Become one of 34 interactive characters fighting to rule your domain.



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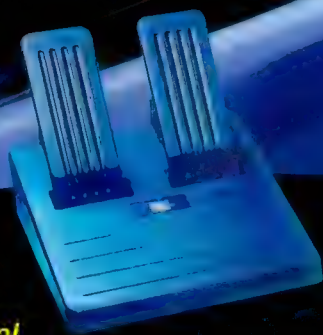
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FRONT PAGE SPORTS HITS THE SLOPES



Sierra harnesses the adrenaline and energy of ski racer Picabo Street and channels them directly into the latest Front Page Sports release—Ski Racing.

FPS: Ski Racing

www.sierra.com/ski



Available: Now



Developer
Dynamix

Preferred Minimum Requirements
Pentium 90+, 16 MB RAM, WIN 95

Format
WIN95 CD

Price
\$49.95
(Order #70075)

▷ 1.800.757.7707

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FREE!**
See page 54

By Randy Chase

WITH SPEEDS REACHING 90 miles per hour, the adrenaline-charged thrill of downhill ski racing is matched by few sports. And few athletes can match the enthusiasm, intensity, and confidence of Picabo Street. Combine all this with Sierra's award-winning *Front Page Sports* development team, and you get the latest entry in the industry's leading sports franchise, *FPS: Ski Racing*.

Ski Racing, which will be released this fall, brings the fast-paced world of alpine ski racing to breathtaking life on your PC. Driven by a new 3D engine that supports the 3Dfx graphic accelerator and 16-bit graphics displays, the smoothly rendered graphics provide the only first-person perspective of professional alpine skiing that most of us will ever experience.

TEAM UP WITH PICABO

Unlike many celebrity cameo appearances on software packaging, Olympic medalist and two-time World Cup champion Picabo Street worked very closely with the development team of *Ski Racing*. She provided not only her unique perspective on the intricacies and demands of



alpine ski racing, but also infected everyone with her endless enthusiasm for life in general.

"I am so in this game," she explains. "I am so there physically and mentally, and people are going to be able to feel that. And I think that that is going to help a lot because there are a lot of people who not only want to play a game, but who also want to live vicariously through me at the same time."

For Picabo the accurate visual re-creation of the downhill experience was paramount. "There are times in downhill when you can't see where you're going and times when you can. The virtual visualization was the most important thing to me."

The game delivers detailed 3D re-creations of six world-class ski courses. Included are Whistler in British Columbia, Oregon's Mount Bachelor, Vail and Aspen in Colorado, Val d'Isere in France, and Germany's Garmisch.

Players can choose to compete in the Slalom, Giant Slalom, Super G, Downhill, or the grueling All-Around competition. (For those unfamiliar with competitive skiing, see the accompanying explanation of the differences between these events.)

SIERRA CUP SKI CIRCUIT

Following in the tradition of earlier *Front Page Sports* titles, *Ski Racing* also offers players the option to pursue a career as a professional skier. In the career mode, the player will compete on the downhill skiing circuit, competing from year to year against a field of over 100 competitors who improve over time until age begins to take its toll on their competitive skills, and they eventually retire. Players will race in all four events at each course on the Sierra Cup ski circuit, accumulating points that will hopefully result in qualifying for the season-ending Sierra Cup finals.



The game also supports a variety of playing options, allowing the player to compete against a deep field of computer opponents.

Ski Racing provides numerous user-controlled options, allowing players to select the temperature, weather, and wind conditions, the condition of the snow on the ski run, and even the color of their clothing. Players can choose sponsorship and apparel from a number of well-known companies including K2, Spyder, and Scott. The player can also vary ski equipment to optimize performance in specific events.

LEARN FROM THE BEST

For the novice skier wanting to improve his or her digital downhill talents before joining the intense competition of the alpine ski circuit, the game provides a training program that includes advice from Picabo. As the player navigates through the gates of the selected course, Picabo offers audio tips and comments, acting as coach and mentor for the competitor.

As in the other sports titles, the *Front Page Sports CAMS* provides the user with a variety of dramatic viewpoints both during the race and afterward during video playback as players study their latest ski run. A VCR editor is included, which allows the player to edit a personal mini-movie of racing highlights.

The game also supports new force-feedback joysticks, providing



Prepare yourself for the thrill of high-speed downhills and threat of an impending crash.

the user with physical feedback to supplement the dazzling graphics and stereo sound effects.

Before leaving for Europe to begin final training for the upcoming ski season, Picabo critiqued the game as it was nearing completion. "It's virtual, it's incredible. I got fired up sitting

There are times in downhill when you can't see where you're going and times when you can. The virtual visualization was the most important thing to me.

there with the joystick. When I got to the bottom of the hill and turned around, I was like 'Wow! This is incredible!' The thing I like about it is that it is so phat and so futuresque."



SKI RACING: THE EVENTS

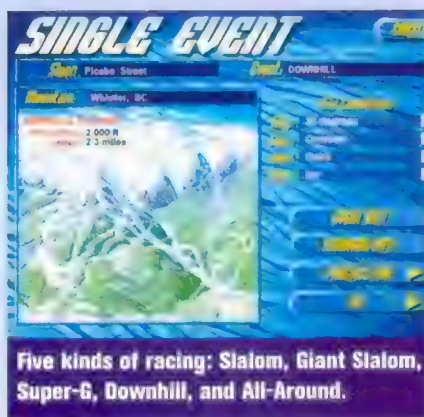
Slalom

Of the four alpine skiing events, the Slalom is the best test of the skier's reflexes and agility. While it is the shortest event, usually about $\frac{1}{4}$ mile in length, it challenges the competitor with the highest number of gates. The gates are positioned about 15 feet apart, with the patterns on the course designed to test the skier's ability to handle rhythm changes and turns of varying sharpness and degree of difficulty. The emphasis is on control rather than speed, with the top

SPEED: 90.0 MPH



speeds reaching about 25 miles per hour during a race. Each competitor is allowed two runs down the course, with the lowest combined time determining the winner.



Five kinds of racing: Slalom, Giant Slalom, Super-G, Downhill, and All-Around.

Giant Slalom

The Giant Slalom provides the truest test of skiing technique, discipline, and execution, with fewer gates than the slalom, and large sweeping turns. The key to success is to find the perfect line through the course and to eliminate mistakes. The course is about a mile in length, with gates placed 40 to 50 feet apart in various patterns that allow the racer to reach speeds of 45 to 50 miles per hour. Like slalom racing, each skier runs the course twice, and the lowest combined time wins the event.

Super G

The Super Giant Slalom, better known as the Super G, is a cross between Giant Slalom and the Downhill event. Super G courses are shorter than the Downhill, normally between $1\frac{1}{2}$ - and $2\frac{1}{2}$ miles in length. The gates are spread out more on the face of the run

than in the giant slalom, to allow speeds up to 60 miles per hour between the big sweeping turns as the skier maneuvers through the gates. The skier only gets one run down the Super G course, unlike the other slalom events, with the best time taking the prize.

Downhill

The Downhill is the premier event in skiing. It is the longest, fastest, and most grueling of the four races. With speeds up to 90 miles per hour, it is the ultimate test of nerves, strength, and control. The course varies in length, from two to three miles, and starts at the top of the mountain, winding all the way to the bottom. A minimum number of gates are situated at strategic points along the course, allowing the skier to focus on speed and nerve more than the fine-tuned agility required in the slalom events. Competitors get a single chance to complete the course, with a fall or missed gate resulting in an automatic disqualification—and, at other times, in disaster. The gold goes to the fastest time.

All-Around

In the All-Around competition, skiers compete in each of the four events, accumulating point totals that will determine the All-Around winner at the end of the sequence of events.

While individual skiers all have a preferred event in which they excel,



the All-Around provides a competitive showcase of the skiers' overall ability and versatility.



PICABO RE- BOUNDING FROM INJURY

A year ago, Picabo Street had clearly established herself as the dominant woman in downhill skiing. Following her silver medal in the '94 Olympics, she won six of the nine 1995 World Cup races to become the first American woman to win the World Cup downhill title. She successfully defended her title the following year, only to suffer a season-ending knee injury during a practice run at the beginning of the '97 season.


InterAction visited with Picabo just before she left for Austria to begin her final preparations for the upcoming racing season.

IA: In many sports, recovering from a major knee injury not only creates the obvious physical challenges but can also create psychological problems and undermine the confidence of an athlete. As you prepare to return to competition, is this a factor in your mental preparation?

Picabo: Definitely! Unlike football, I don't have to worry about somebody coming out and blindsiding me, but I have to worry about whether or not the

knee is going to hold when I land after catching 70 feet of air. Is it going to hold for me when I'm rolling into a triple turn that's got 7,000 pounds of G-force on my body? And is it going to have the strength that I need to stay right on line; and not just to stay there, but do what I want it to do? And the only thing that can teach you that, or get you past that, is just time and experience.

IA: How has the knee injury affected your expectations and goals for the coming season?

Picabo: I have a lot of expectations and goals for myself. I'd like to be able to tell you that I'm going to win two gold medals, ski pain-free in the first race of the season, win my downhill title back and win as many events as I can along the way. If I was physically 100 percent, that's what would come out of my mouth, because that's what I plan to do. But I've got a little something that's kind of saying "Well, you know, that might not be the program this year." My main focus is to ski pain-free, peak for the Olympics, and bring home the gold medal. 





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Besides winning two Coddie awards in 1996 (for best simulation and best sports program), CART Racing remains one of the most popular racing sims.



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CART Racing brings you **Open-Wheel Excitement!**

The best open-wheel racing sim is back! No open-wheel racing simulation has collected more accolades than Papyrus' IndyCar Racing II, and now we'd like to announce its return under the ultra-performance auspices of Championship Auto Racing Teams, Inc., known to the world more simply as CART. Papyrus brings you this racing experience now as *CART* Racing.

Racing fans around the world know CART for its ultra-precision, sophisticated technology, driver excellence, and close competition. The CART series visits renowned venues with a mix of super-speed ovals and driver-skill-challenging road courses. Papyrus' CART Racing takes every last ounce of this corner-burning, high-G force excitement from the real-world series and delivers it directly to your personal computer better than anyone else can. Why? Because CART Racing is from Papyrus, and Papyrus is the undisputed champion of racing simulations. Like all Papyrus products, CART Racing offers unparalleled driving physics, superb graphics, and deep realism.

CART Racing includes the special Rendition version. With the specially enhanced graphics of the Rendition version, you won't believe your eyes. The graphics are stunning, taking the racing simulation experience to a new level. There's also a new strategy guide included free to help you find those precious, elusive, hard-fought tenths of a second you need to put you in the winner's circle. And there's a great price, too. Added up, this makes CART Racing a formidable front-runner!

Flawless 3D Graphics!



CART Racing is Rendition ready, which means the graphics run at warp speed with all the colors and textures turned on.

Strategy Guide Included!



Now you can learn all the secrets of CART Racing with this super in-depth, yet easy-to-read strategy guide worth \$19.95!

NASCAR RACING EXPANDS WITH ONLINE COMPETITION AND A WHOLE NEW RACING SERIES

NASCAR Racing Online Series takes the excitement of racing from the track to the virtual world of the Internet.

By John Williams

AS THE 1997 Winston Cup and Busch Grand National series seasons draw to a close, the excitement is just beginning for owners of *NASCAR Racing 2* from Papyrus. With the addition of online multiplayer competition through the Total Entertainment Network (TEN), and a new expansion pack that adds new cars, drivers, and a whole new simulated racing series, *NASCAR Racing 2* drivers will have more than enough to keep themselves busy until the new season begins in February.



TOTAL ENTERTAINMENT NETWORK

If you haven't already heard news about the new *NASCAR Racing Online Series*, you've missed the biggest news in online gaming. Now, any *NASCAR Racing 2* owner can take a shot at victory in an online NASCAR race. This isn't just a simulation anymore—*NASCAR Racing Online Series* offers real racing against other drivers from all over the country, with plans for league and series competition. For more information on the *NASCAR Racing Online Series*, check out

www.ten.net/nascar.

► *NASCAR Racing 2*

► *NASCAR Grand National Series Expansion Pack*

► *NASCAR Racing Online Series*

Developer
Papyrus

Preferred Minimum Requirements
Pentium 90+ 16 MB RAM

Format
WIN95 CD

NASCAR Grand National Series Expansion Pack

\$29.95

(Retail #40385)

NASCAR Racing 2

\$49.95

(Retail #23553)

1.800.757.7707

www.sterra.com/motorsports

THE NEW NASCAR GRAND NATIONAL SERIES EXPAN- SION PACK IS FINALLY HERE!

The first major update of *NASCAR Racing 2* has finally arrived.

Download the two **NASCAR RACING 2** expansion fantasy tracks at www.sierra.com/titles/nascar2/tracks.html

With 12 new tracks, including the new Texas Motor Speedway and California Motor Speedway, 30 new drivers, and a whole new series of NASCAR competition, this add-on is a "must-have" for any NASCAR



Cup Championship series.

Drivers will also be able to experience the challenge of the Grand National circuit, with its combination of Winston

Cup superspeedways and short tracks. The *NASCAR Grand National Series Expansion Pack* offers up nearly a full season of a whole new racing series.

NASCAR Grand National Series Expansion Pack for DOS and WIN95 is available now at retail outlets, or call Sierra at 1-800-757-7707. For a taste of just part of the excitement of this new NASCAR addition, you can now download two of the "fantasy" tracks from the expansion pack from the Sierra website at www.sierra.com/motorsports.



New drivers, cars, and teams now put *NASCAR Racing 2* in a whole new league.

The New Teams and Drivers

- #1 DeWalt Industrial Tools-Hermie Sadler
- #3 AC-Delco-Steve Park



Team: #3 AC-Delco Chevrolet
Hometown: San Norberto, NY
Birthdate: 6/23/67
Owner: Dale Earnhardt, Inc.

Load PCX Save Point Car Return

- #5 Alka-Seltzer/Bayer-Terry Labonte
- #6 Power Team-Joe Bessey
- #9 Track Gear-Jeff Burton
- #10 Channellock/Honeywell, Inc.-Phil Parsons
- #11 Outdoor Life-Speedvision Network-Larry Pearson
- #14 Pure Silk-Patty Moise
- #17 Kraft Singles Cheese-Matt Kenseth
- #20 Phillips 66-Elliott Sadler
- #33 Kleenex & Scott Brand Products-Tim Fedewa
- #34 Royal Oak Charcoal-Mike McLaughlin
- #36 Stanley-Todd Bodine
- #37 Timber Wolf-Mark Green
- #38 Barbasol-Elton Sawyer
- #43 Lance Snacks-Dennis Setzer
- #44 Shell Oil-Bobby Labonte
- #47 Sunoco-Robert Pressley
- #48 UniFirst Uniforms-Randy Porter
- #57 Slim Jim-Jason Keller
- #60 Winn Dixie-Mark Martin
- #64 Dura Lube-Dick Trickle
- #72 Detroit Gasket/MGM Brakes-Mike Dillon
- #74 FINA-Randy LaJoie
- #87 BellSouth Mobility-Joe Nemechek
- #88 HYPE-Kevin Lepage
- #94 New Holland-Ron Barfield
- #96 Big A Auto Parts-Stevie Reeves
- #99 Luxaire Heating-Air Conditioning-Glenn Allen

The New Expansion Tracks

- Texas Motor Speedway
- California Motor Speedway
- South Boston Speedway
- Nazareth Speedway
- Nashville Speedway USA
- Las Vegas Motor Speedway
- Metro Dade-Homestead Motorsports Complex

- Hickory Motor Speedway
- Indianapolis Raceway Park
- Myrtle Beach Speedway
- The Milwaukee Mile
- Gateway International Raceway

Plus two fantasy tracks:

- Bull Run Raceway
- Red Rock Raceway



EXPERT INSTRUCTION FOR NASCAR RACING 2 OWNERS



When this video came across our desk, our first reaction was "Wow! Bobby Labonte really knows *NASCAR Racing 2*!"

In this information-filled 47-minute video, NASCAR driver Bobby Labonte gives owners of the *NASCAR Racing 2* stock car simulation useful information that will help them turn in faster laps and become tougher competitors. Everything is included, from driving basics and car

"This video will

make you a faster,

tougher NASCAR

racing competitor."

-Bobby Labonte

that will help to improve the performance of any *NASCAR Racing 2* driver. Bobby even provides great advice on how to set up a pass on your "drafting partner" and the contributions of "bump drafting" (tailgating with attitude) in a way that is both fun and informative. Much of the video shows Labonte actually driving the simulation, and it's a treat to watch a master at work.

The video begins with an in-depth primer on how to set up your stock car in a way that is compatible with your driving style. Moving between the game's car setup screens and the underside of a real race car, Bobby clearly communicates how changes in car setups can affect car performance. Preaching the mantra of "test and adjust," Bobby goes into the depths of how to read and react to tire temperatures, changes in gear adjustments, and more. He even has some good advice on how to set up the car for qualifying versus competition that could put you a few positions ahead, or even onto the pole.

In the racing strategies and multi-

player competition sections of the tape, Labonte also gives in-depth information on other aspects of NASCAR competition that can make a huge difference in your race performance.

Advice on how not to lose a lap while making repairs under yellow, how to use both your mirror and your spotter to avoid collisions, and how to make use of break markers on road courses provides a valuable knowledge base



Professional NASCAR Driver Bobby Labonte teaches "Driver's Ed at 200 mph" in a new instructional video.

draft buddy," I got thrown into the wall in turn three.)

Whether you're a novice driver just getting a feel for the *NASCAR Racing 2* simulation or a seasoned veteran looking to win the first big multiplayer *NASCAR Racing Online Series* Championship, you'll probably find the information in this video helps you along. You can get your

the first time.

(Unfortunately, I can't report progress on my overall race performance. With a little help from a "bump



NASCAR Racing 2 with Bobby

Labonte video for just \$19.95 (plus shipping and handling) by calling 1-800-408-7223.

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DEFAULT SETUP		CAR SETUP SHEET	
QUALIFY: Easy	RACE: Normal	GEAR RATIO	STEERING LOCK
SETUP: Easy	CHASSIS: Normal	1st 3.50 2nd 4.50	1st 15
		3rd 5.50 4th 6.50	
		5th 7.50 6th 8.50	
		7th 9.50 8th 10.50	
		9th 11.50 10th 12.50	
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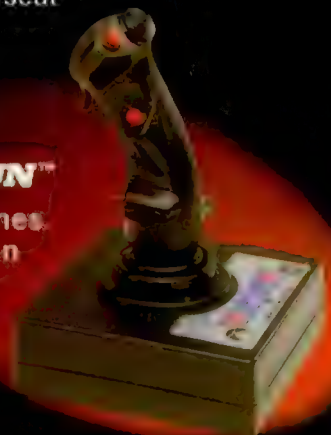
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See page 54



By Eric Carlton

IF YOU'VE EVER checked out the intense action of off-road racing on TV or gone off-roading in a 4x4 yourself, then you know the mountain-leveling power these maniacal metal machines have to offer. In *SODA Off-Road Racing*, Papyrus' intense new racing simulation, the action heats up as you get to climb behind the wheel of one of

these bad boys. Challenge nature itself as you jump, climb, spin, and flip through tortuous courses filled with enough cliffs, mountains, obstacles, and jumps to send you to the chiropractor. And you won't be alone, with a hungry pack of kamikaze-style racers breathing down your neck, hell-bent on running you over to get to the finish line.

Three Games in One

The three vehicle classes available in *SODA Off-Road Racing* are basically like getting three games in one. Each class has such a different feel, because of the chassis type, drive train, and horsepower, that picking a driving line and learning the skills to stay on it are unique for each one.

The three vehicle types are a two-wheel-drive, 800-horsepower truck; a two-wheel-drive



Short-Course Off-Road Drivers Association

150-horsepower buggy; and a four-wheel-drive 800-horsepower truck. Driving the buggy is a good choice if

you have a flatter, faster track.

Because it is lighter and has less horsepower, severe jumps and slopes can cause a problem unless you have a running start.

If you prefer to rely on your driving skill rather than raw muscle, this is the one for you.

The two-wheel-drive 800-horsepower truck is somewhere in the middle of the three offerings.

Heavier and with greater acceleration, it can handle more chaotic courses than the buggy. Without the all-wheel traction of the four-wheel-drive truck, don't expect to get up steep hills as quickly or stick as nicely in the turns.

each more powerful than anything most normal people are ever likely to get their hands on.

As in real off-road racing, there are always consequences to your actions, and *SODA Off-Road Racing* has all the realistic damage you'd expect from a Papyrus racing sim. You'll find visible damage occurring to your vehicle from taking jumps too hard, crashing into your opponents, or hitting the occasional wall...or mile marker...or billboard. While the emphasis is on simulating a true-to-life off-road driving experience, there is no shortage of gameplay or features, most of which enhance the realism by offering you the ability to customize your vehicle and the tracks you race on.

In the Garage

With customization features on a par with both *NASCAR Racing 2* and *CART Racing*, each of the three machines can be tweaked to your personal specifications by adjusting components like horsepower, gears, transmission, wheel camber, springs, shocks, tire type, steering, and weight distribution.



Who Da Man?

If you've ever wondered how you stack up against the crowd playing other driving sims, you won't have to wonder for long with *SODA Off-Road Racing*. With the new Internet Worldwide Ranking System, you'll be able to see if you really have what it takes to go tire-to-tire with the elite. Race any of four categories: Best Lap Single Player, Best 5 Laps Single Player, Best Lap Series Racing, Best 5 Laps Series Racing. Then upload your scores to the Net and download the results to see where you stand.

a thing. In fact, when using the default settings the gameplay is so much fun it feels like arcade racing.

But to come in first consistently against the higher AI (artificial intelligence) settings, you'll need to build the most corner-hugging, track-sticking

"...it has all the realistic damage you'd expect from a Papyrus racing sim..."

The 4x4 800-horsepower truck is the heavy hitter of the three. If you plan to drive really extreme tracks or if you just want to try some off-road stunts, this is the one for you.

As Real as Racing Gets

In the tradition of Papyrus' other ultra-realistic driving simulations like *NASCAR Racing 2* and *CART Racing*, *SODA Off-Road Racing* puts you in the steel-reinforced driver's seat of one of three vehicles,

You can experiment as much or as little as you like with the customization features—some may choose not to change

super-trucks possible. Fortunately, there's even a G-force analyzer in the garage you can use while test driving





The results of your creativity using the Track Designer are only limited by your imagination.



The powerful four-wheel-drive trucks offer the best traction and fastest acceleration.

to see how your changes are affecting your jumps and turns. In the end, you'll definitely want to hone your mechanic skills in addition to your ability on the track.

Track Designer

One of the coolest features of *SODA Off-Road Racing*, one that'll keep it on your hard drive for a long time, is the flexibility and replayability offered by the Track Designer included right in the sim. After playing with the tough but well-balanced tracks included in the game, you'll definitely want to see how crazy you can get with the Track Designer.

You can take a starting layout (basically an oval) and add mountains, puddles, mud, hairpins, grandstands, walls, signs, and even a hot-air balloon. In 20 minutes you can create a stomping ground severe enough to put any 4x4 to the test.

Although the Track Designer will prevent you from making mistakes and creating tracks that are undriveable, the designers have made sure it's possible to create race-ending hazards. This means you can purposefully create a track with a deep pit or valley that, once you're in it, you're stuck. After you've created your perfect playground, you can distribute your track files to friends or post them on one of the many websites (including that of the developer) that will be home to track files—adding miles of muddy mayhem.

The Track Designer is so easy to use and so much fun that it's almost a game in itself. This extra bonus gives so many hours of brand-new gameplay that it makes *SODA Off-Road Racing* well worth the price of admission.

Educated AI

You can't mention the Track Designer without talking about the revolutionary AI (artificial intelligence) in the game. With the ability to learn new courses and analyze them to achieve the perfect driving line, this AI is definitely no pushover. Never before have you been able to build your own track and have the computer analyze and optimize the AI for your own homegrown course. In fact, on the highest AI setting, the computer is so nearly perfect that you may find it extremely difficult to beat the machine on a track you yourself designed.

On lower settings the AI is prone to the same mistakes that human racers make, so spinouts and other accident-inspiring occurrences

capability in conjunction with the Track Designer should make *SODA Off-Road Racing* a must for anyone with the appropriate hardware.

Rendition Ready

Speaking of hardware, if you're lucky enough to have a Rendition-based 3D graphics card in your system, you'll be treated to some amazing graphics. Sky and ground textures are much more realistic and the vehicles themselves become much more detailed. In addition, you get a much more fluid and immersive racing experience since the higher frame rates generated by these graphics cards produce a smoother and more responsive driving experience.



With the easy to use Track Designer, create wild jumps and water hazards, and add grandstands, check points, and more!

become more common. Look for other sims to start using this technique so they can provide course design utilities as well.


Multiplayer

Multiplayer options include two-player direct connect, two-player modem, six-player TCP/IP, and six-player IPX LAN support. Multiplayer

SODA Off-Road Racing supports Immersion's I-Force specification for force feedback controllers. If you've loaded your PC with one of these new virtual reality gems, you'll be able to feel the resistance in the controller as you corner, and if you happen to hit something, the controller will try to jump out of your hand. Careening off a cliff or over a jump, you'll experience slack in the controller since your virtual wheels are no longer in touch with the earth. Drive off the track and the controller will vibrate as you blaze through the uneven terrain.

With all of its careful attention to gameplay and a great variety of innovative features, *SODA Off-Road Racing* is the

current high-water mark for realism in off-road racing sims. Other games featuring 4x4 vehicles are basically arcade style racers with limited physics models and not much replayability. *SODA Off-Road Racing* invites you into a world of speed, power, punishment, and skill; and with the ability to change almost any aspect of the game, you'll

never have to worry about running out of new experiences. 



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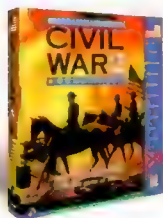


1. The first step in the process is to identify the problem. This involves gathering information about the situation and understanding the needs of the stakeholders involved.

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By Geoffrey Keighley



YOU THOUGHT YOU knew how the Civil War ended. You believed what you read in textbooks, what you were told by historians, and what is accepted as the real story. Is it the truth? Since you did not experience the war firsthand, take that old adage to heart that says you don't really know what happened unless you were there. Up until now, there has been no way to relive the entire Civil War experience through your own mouse clicks. Now, the strategy division

of Sierra, Impressions Software, has released a breakthrough strategic war-game, *Civil War Generals 2: Grant, Lee, Sherman*. Detailing the entire Civil War, the game reenacts every battle from the first conflict at Bull Run through massive confrontations such as Shiloh—all right on your own computer.

No Manual Labor

The follow-up to last year's *Robert E. Lee: Civil War General*, this game "takes the best elements of the first title and



Now unit types include Mortars, Engineers, Headquarters, Gunboats, and Frigates.

"Who knows? You might be a better strategist than General Lee himself."

builds upon that base," explains lead designer Doug Gonya. "Our first priority this time around was to address player concerns. The result is an improved game engine with more of everything: troops, battles, units, and depth." With that improved depth in the game, some players might be concerned it will end up being more complicated. "Not true," counters Gonya. "This game is so easy to learn, you don't even need to read the manual," he energetically asserts. This is, undoubtedly, a welcome remark for those unrelenting gamers who do not even think about reading an ump-teen-page manual before they start playing a game.

As Gonya mentions, the game has depth, which seems to be separated into two tiers, the first being realism, an element that's definitely on the front burner. Every facet of the game's design is a faithful re-creation of the battles that took place over a hundred years ago. At Impressions' office just outside of Boston, both Gonya's and producer Steve Grammont's desks are covered with battlefield maps and stacks of Civil War encyclopedias. With the help of these resources, the team has recreated campaigns such as Grant's Vicksburg campaign and battles such as Shiloh down to each infantry trooper. Grammont explains, "If you look on a real map and see a fort to the east of the river, you'll find it exactly replicated in our computerized map."

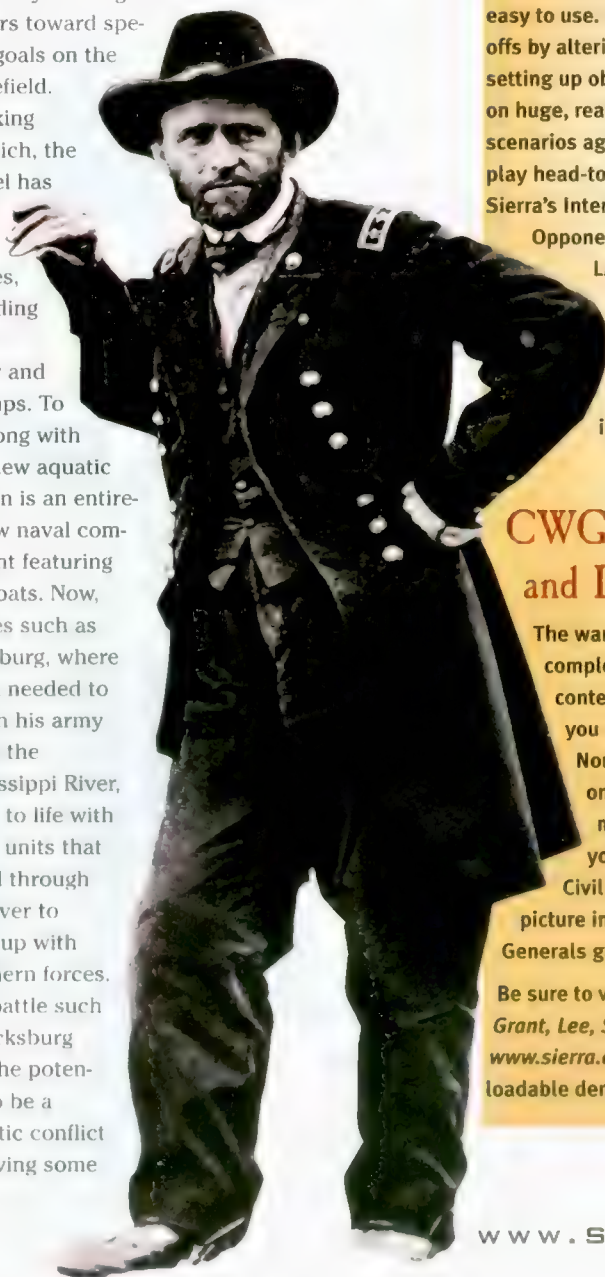
110,000 Troops Under Your Thumb

The other aspect of the game's depth involves its scope, featuring Eastern and Western Campaigns with a total of over 40 distinct battles. Players can choose to command the North or the South and sit in the hot seat as a

famous general including Lee, Sherman, and Grant. Anywhere from 4,000 to hundreds of thousands of troops can be at your command, organized into brigades or regiments that advance forward in a turn-based manner. For those truly large battles—the maps are four times bigger than those in the original game—a new, fully playable zoom feature gives a true bird's-eye view of the action.

Victory hexes guide players toward specific goals on the battlefield. Speaking of which, the sequel has new landscapes, including open water and swamps. To go along with this new aquatic terrain is an entirely new naval component featuring gunboats. Now, battles such as Vicksburg, where Grant needed to march his army down the Mississippi River, come to life with naval units that travel through the river to meet up with Southern forces.

A battle such as Vicksburg had the potential to be a gigantic conflict involving some



Build It, and They Will Come

No, we are not talking about a baseball diamond this time around. Rather, *Civil War Generals 2: Grant, Lee, Sherman* has a fully integrated Scenario Editor that is extremely easy to use. Players develop their own stand-offs by altering terrain, placing troops, and setting up obstacles such as forts and bridges on huge, realistic maps. You can play these scenarios against the computer or, better yet, play head-to-head against a friend over Sierra's Internet gaming network, the World Opponent Network (WON), or via modem, LAN, or even e-mail. With *Civil War Generals 2*, any battle you can think of can be brought to fruition thanks to the detailed Scenario Editor that comes free in each box.

CWG 2 Contest and Demo

The war rages on. Please see page 12 for complete details regarding the newest contest from Sierra. Battle well, and you can be the top General from the North or South and win a VIP tour to one of the many Civil War re-enactments in the U.S. Win the war, and you'll be honored as the "Ultimate Civil War General" and have your picture included in the next Civil War Generals game.

Be sure to visit the *Civil War Generals 2: Grant, Lee, Sherman* website at www.sierra.com/civilwar2 for a free downloadable demo of this exciting new release.

DIG IN

Hold down the fort, and prepare for battle.

REST & RESUPPLY

Rest is crucial, and without new supplies, you're doomed.

CHANGE FORMATION

Change your troop's movement direction.

110,000 troops, yet that never came to realization. Grant floated his troops across the Mississippi in May, 1863. Twice they attempted, and twice they failed to take Vicksburg by assault. After the 43-day siege, the Confederate army in Vicksburg surrendered on July 4th, 1863. Now that you are in control, decide to attack on, say, day 23, and see what the results might have been. With the use of new engineer units, you can even destroy forts and build bridges to plan an even more cunning attack. In essence, the game allows you to answer the eternal question of "What if?" Would an attack on day 23 have changed the course of the war—or the course of history? Since the simulation model is so faithful, you can trust the results that arise from these new strategies. Who knows? Maybe you're a better strategist than General Lee himself. Maybe you'll be able to march and take Washington, changing the annals of history forever as President Robert E. Lee.



COMMAND TENT

Life-and-death decisions are made in the Command Tent.

MENU

Access all game options from one button.

END TURN

Weary from battle? End your turn.

Choose Your Own Adventure

One of the best features that *Civil War Generals 2* brings to the table is a non-linear game model, which means your actions—or lack thereof—in one battle will affect subsequent confrontations. Each of the 40 battles has at least five different scenarios, triggered by and based on your previous campaign performance. There are new starting positions for troops, different obstacles, and even huge differences in the number of troops involved in battle. If you're getting slaughtered in a battle, you can actually disengage and march off the battlefield to preserve the strength of your army for subsequent battles in a campaign.

Overall, there are 200-plus battle scenarios.

Civil War Generals 2 is a game of risk and reward, like any other war experience. However, unlike most other war games, this title sports an intuitive game interface that engrosses novice players who are simply interested in learning about the Civil War and having fun rewriting history. At the same time, it caters to hard-core Civil War aficionados who insist on realism. The bundled multimedia Civil War encyclopedia adds historical value to the product, helping users understand why the Civil War shaped the United States into what it is today. Moreover, if you really want to change history, fix your bayonets, and siege Washington! It is all a possibility in *Civil War Generals 2*—That's the power of war. **D**

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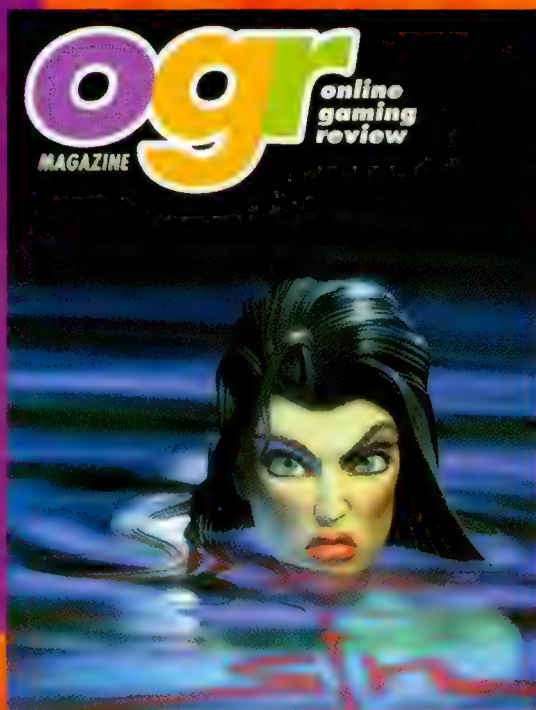
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By Beth Demetrescu

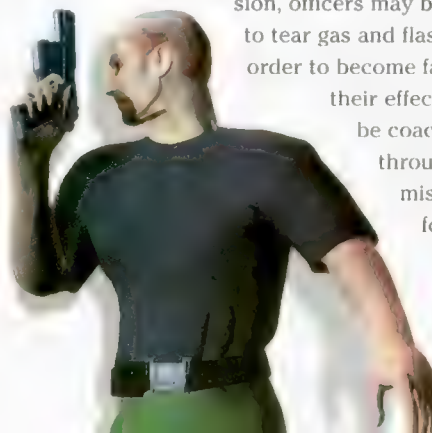


ANYONE CAN CREATE a guts-and-guns game, but only Sierra could come up with something as intricate, riveting, and schematically realistic as *Police Quest: SWAT 2*. *SWAT 2* is an action-packed police simulation game that, true to form for Sierra, genuinely propels you onto the mean streets of Los Angeles. If you choose to play as the leader of the city's SWAT (Special Weapons and Tactics) team, you are challenged to use carefully planned strategies

to quell some volatile situations where lives of innocent people are at stake. From the realism of each of the missions, to the strategy and planning behind moving and maintaining skilled and confident troops, to the sophisticated design of the AI (artificial intelligence), *SWAT 2* could be Sierra's most exciting release this winter.

30 Full Missions

Complete with 30 full missions, *SWAT 2* begins with two training missions that take place in the Shooting House, a SWAT training facility equipped with pretend hostages, real tear gas, flashbangs, and ammunition. Although no rounds should be fired during this mission, officers may be exposed to tear gas and flashbangs in order to become familiar with their effects. You will be coached through these missions by former LAPD Police Chief Daryl



Gates, who provides specific hints concerning entry, element deployment, commands, and use of weapons. After you make it through your training missions, you will face some intense, true-to-life challenges.

This is when you find out if you are one of the big dogs or just one of the pups. You are called into missions with terrorists, hostages, innocent bystanders, and a myriad of advanced weaponry.

For instance, in Mission 4 a con-

venience store owner is held up for the fifth time. The store owner has a shotgun (after all, it is L.A.), so you can't assume she is a harmless hostage. Your SWAT team has not been informed of the exact situation, so you are uncertain if the store owner has cracked and turned the tables on the two gunmen or if the suspects are holding the woman hostage. In this scenario, everyone is dangerous.

So, what do you do? Do you try to reason with the disturbed suspects? Do you put together personality profiles? Do you order one of your snipers to

take aim? Time is running out. Any of a number of solutions may work, but it's your job to determine which one will spare the most lives. You and you alone make the call.

Strategy in the Real World

With the power to make life-and-death decisions comes the responsibility for the consequences. As well as controlling missions, a big part of being chief is handling finances. Many factors affect the SWAT budget, such as



CONTINUOUS ACTION: When your SWAT element makes entry, the building's roof comes off and the action continues inside.



AUTHENTICITY: Experience the explosive destruction of L.A.'s riots in ultra-realistic detail.

Intelligent Artificial Intelligence

One of the most fascinating aspects of SWAT 2 is its intuitive AI. There are three main types of AI in SWAT 2: pathfinding, strategic, and unit. Made up of several levels or layers, each AI

MEAN STREET MISSIONS

SWAT 2 PUTS you in the middle of some splendidly realistic missions that former Police Chief Daryl Gates and the LAPD have faced in their bout against violent crime. With Gates offering insights and advice, you will encounter everything from a despondent father holding his daughter hostage to a North Hollywood bank robbery.

Other missions include:

- Mission 8:** An explosion in a quarry turns out to be an unidentifiable man who blew himself up in a suicide-style bombing. You suspect there are more explosives in the vicinity and must secure the area for civilian use.
- Mission 11:** Two riot instigators have eluded arrest. Since there are several places they may be

- hiding, you must cordon off an area and perform house-to-house searches.
- Mission 13:** A lawyer is representing a group of terrorists. One terrorist has been sent to question the lawyer about leaking their operations to the police. He takes the lawyer and his secretary hostage, and it's your job to return them to safety.

Since all the missions are open-ended, it is up to you to determine the best course of action. You can call in snipers to pick off the suspects, but you will lose some valuable sources of information. But, of course, you can't just stand by and do nothing. The lives of countless innocent people are in your hands—you make the call.

decides or controls some specified aspects of the game, including each character's responses and actions.

The pathfinding AI determines the way in which game units navigate around the map (move from point A to point B while avoiding obstacles). The true opponent of the player is the strategic AI, which is one of the most complex aspects of *SWAT 2*.

If you are playing on the side of the SWAT officers, then the strategic AI controls all the terrorists. Conversely, when

you play the bad guys, the strategic AI controls the SWAT teams. The design of *SWAT 2* requires a high degree of strategic coordination. A successful SWAT team must move in concert, and the terrorists have scenario-dependent, scripted goals and actions.

SWAT 2 AI architects Greg Tomko-Pavia, Victor Sadauskas, and Jay Lee have also been working on a third type of artificial intelligence, the unit AI, which consists of two parts: Object

Control Code and tactical AI. The OCC is the part of the AI that knows how to interact with the game engines, cuing animation, sounds, and internal messaging. The tactical AI gives units their individual intelligence. It's what tells them how (and when) to perform advanced behaviors like finding cover, taking hostages, or running amok. The tactical AI has something called "fuzzy logic." Fuzzy logic is where a unit's or character's response to stimuli reflects their specific personality.

"The fuzzy logic is something I've applied to the highest level of the tactical AI. Consider this problem: the design calls for a unit to respond when fired upon. The unit may have several behaviors to choose from: fleeing, taking cover, shooting back, or shooting a hostage," Greg says.

He goes on to say, "We wanted a slightly random element also, for replayability and

FUZZY LOGIC



THE DESIGNERS OF *SWAT 2* have created three types of sophisticated AI to make the game respond authentically to a great number of situations. All three AI structures add to *SWAT 2*'s highly realistic scenarios. There are three types of artificial intelligence coded into *SWAT 2*:

Pathfinding AI: Controls simple "day-to-day" operations such as navigating your units over varying terrain.

Strategic AI: Controls your opposition (bad guys if you are the SWAT team and vice versa) and makes you feel like you are playing a human opponent even when you are challenging the computer.

Unit AI: Controls the actions of all the characters. So, for example, if you're playing a group of terrorists, one of whom is flighty or high-strung, he may be less reliable in a high-pressure situation. This "fuzzy logic" also blurs character roles, making different characters react differently under virtually identical circumstances.

realism. So, I designed something called a Fuzzy Decider, which takes a set of simple rules (from the designer or programmer) like 'If aggression is high and courage is high, tend to shoot back' and 'If courage is low, tend to flee.' The output is a set of weights for each possible response. Thus each character's unique personality determines how he or she responds to situations, but the weighted random choice could always throw in a surprise."

All this complex, intricate artificial intelligence, combined with player freedom, multiplayer capabilities, and 30 complete missions, guarantees *SWAT 2* will be an intense game. So, grab a pal, flip a coin to decide who gets to play the good guys, and get ready to embark on the same teeth-clenching adventure that advanced Special Weapons and Tactics teams face every day of their imperiled lives. ■

SWAT 2 Weapons Cache



SWAT 2 Interface Reference

MISSION WINDOW

All the action happens in the Mission Window. The player can scroll or zoom in on the high-resolution, tile-based map, readying his men for confrontation with the suspects.

MENU BAR

The selections at the top of the screen access menus and sub-menus used for general game control, options, and information.

STAT WINDOW

This window shows the officer's name, photo, current assignment, health status, and gear.

RESCUE

Select an officer. Left-click on this button, then on a hostage. Upon the order to Initiate, the officer will run to the hostage and attempt to rescue her.

COVER

Select an officer. Left-click on this button, then on a suspect, hostage, or fellow officer. Upon the order to Initiate, the officer will use his default weapon to cover the subject. If the subject leaves the room, the officer will automatically follow at a distance, keeping him in his gun sights. If the subject is an officer or a hostage, the officer will fire upon anyone attempting to shoot the subject. If the subject is an armed suspect, the officer will watch for that suspect to become an active threat and then take him down.

ARREST

Select an officer. Left-click on this button, then on a suspect. Upon the order to Initiate, the officer will rush the suspect and attempt to make an arrest.

DISARM

Select an officer. Left-click on this button, then on a feature (either a bomb or a booby trap) in the Mission Window. Upon the order to Initiate, the officer will go to that object and attempt to defuse it. The defused bomb or booby trap will be automatically added to the evidence bin at the station after the mission.

ENTRY

This button allows the player to direct the movement of an entire element at once. Select multiple officers, then the Entry button, then the door through which the team will enter. Upon the order to Initiate, the element will enter the next room in the standard SWAT fashion: slicing the pie with the officers alternating directions left and right.

GAME CLOCK

The Game Clock shows passage of game time. Game speed is broken down into Standard and Confrontation time, both of which have independent speed sliders accessible from the menu bar.



SPECIAL UNITS

The Crisis Negotiation Team, the LAPD helicopter, and the armored vehicle have the ability to report directly to the chief. The button either summons or selects the unit.

MAP VIEW

This shows the entire map scaled down to fit in a small window. Icons or colored dots represent elements, sniper units, and known suspect and hostage locations. The player can click anywhere at any time on the map view to center the mission window on that point.

COM WINDOW

The Communications Window shows the voice-over translation into text. Reporting officers include the primary negotiator in the CNT, the chopper pilot, the armored vehicle driver, and the active sharpshooters and element leaders. This window can also be used for multiplayer communications.

HINT BUTTON

The Hint Button accesses the most suitable hint, given the current situation, by Chief Gates!

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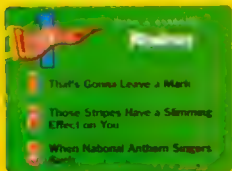


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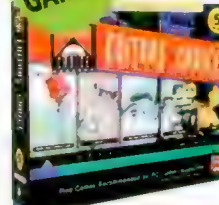
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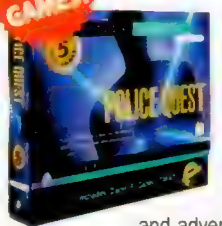
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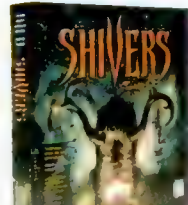
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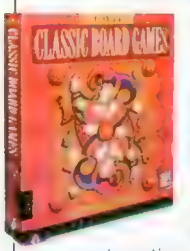
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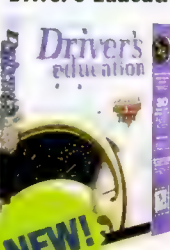


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By Steven Dale Greenlee

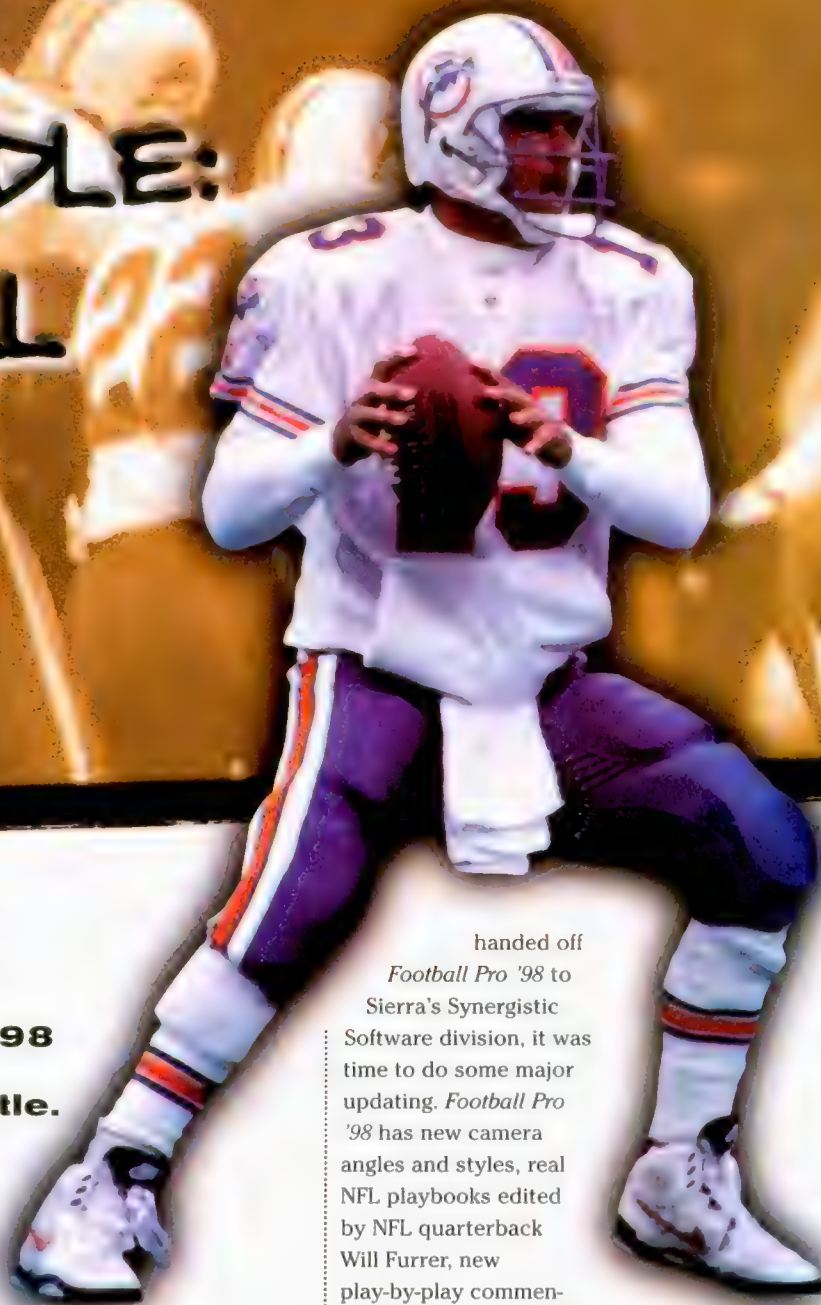
THERE WAS A time when being an NFL head coach was to hold one of the most exclusive jobs in the world, since only about 30 men are coaching at any one time. That's still the case, but now there is a way ordinary football fans can become a coach or even a player—just boot up *Front Page Sports: Football Pro '98*.

When Sierra's Dynamix division

handed off *Football Pro '98* to Sierra's Synergistic Software division, it was time to do some major updating. *Football Pro '98* has new camera angles and styles, real NFL playbooks edited by NFL quarterback Will Furrer, new play-by-play commentary, new interfaces, tons of new code, and even a new lower retail price that will help make it the most playable and realistic football sport sim available.

REAL ARCADE ACTION

One of the more striking enhancements in *Football Pro '98* has been made to the commentary. One of pro football's best-known radio announcers, CBS Radio's Howard David, has been tapped to provide commentary for *Football Pro '98*. David will provide the most realistic



play-by-play yet in a football sim. David's commentary develops as the play develops, which means you get a more lifelike vocal reaction to what you have just seen or done while playing. "What we did with Howard," explains executive producer Mike Branham, "is we went in and had him say the 1,568 names that were current in the rosters we had at the time, and he had to say those names four different ways." Then hours of actual Howard David play-by-play were recorded. In the game, real player names are stitched to real commentary to create the most "you-are-there" sound environment yet heard in the series.

In addition, arcade fans will enjoy the new camera system. "What we're trying to do there is go after the TV-camera look," explains Branham.

One camera view strolls along the sideline, another stays in the end zone, and there are a variety of floating camera angles. These camera options allow you to pick the view that provides you with the greatest feel of realism. The cameras are intuitive, which means, for instance, when the teams are on the line of scrimmage, the camera will zoom in so you can view what the quarterback is doing, and as soon as the ball is snapped, the camera zooms back and pans to the left or

the right in order to follow the ball. Branham says the camera AI (artificial intelligence) adjusts smoothly and cleanly for either running plays or passing plays, so you'll always be seeing the core of the play action without being subjected to harsh graphic cuts.

THE LEAGUE LEADER
Football Pro '98 has always been the leader in football sims among those who like the depth of gameplay, which includes editing your own plays, coaching—in the real sense of the word—and carrying out a strategy to win in league play. Much of what is being recoded in the game has to do with the way numbers are crunched and then made available for gamers to use.

Branham says they have made major changes in the manager's AI, the commissioner's section, the online league section, the remote player area, and the roster moves and changes. "Pretty much all the general manager functions and the front end have been completely redone from scratch using this new base we have."

These changes will address many comments voiced over the last couple of years from *Football Pro* fans in terms of how realistic statistics should be—such as point differentials in league play. Players and teams will all have statistics that will be more realistically



MARINO SIGNS WITH SIERRA

Dan Marino, the latest celebrity athlete to join the *Front Page Sports* team, is often regarded as the best pure pocket passer of all

time. His lifetime statistics certainly back up that assertion. Marino holds 23 NFL records and is tied for nine others. His incredible numbers include:

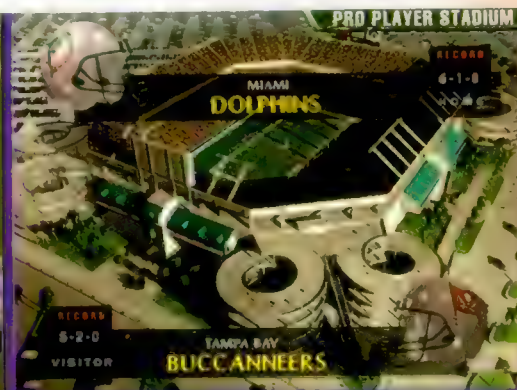
- Most pass attempts (6,904)
- Most completions (4,134)
- Most passing yards (51,636)
- Most touchdowns (369)

As if that isn't enough, Marino also holds the NFL single-season records for passing yards (5,084) and touchdowns (48).

Simply put, Dan's the Man, and it's an honor to have him quarterbacking our *Front Page Sports: Football Pro* team.



Stock your playbook with real plays courtesy of NFL quarterback Will Furrer.



More than 30 high-quality stadium renderings of every '98 NFL venue.

calculated, so players with weak stats will contribute weak stats to their teams and the teams will reflect those weaknesses in gameplay. These enhancements will add realism to both league and arcade play.

For those who prefer the management sims, the most noticeable and welcome change is to the interface. "Getting from point A to point B has not always been intuitive," says Branham, "so one of the things we're doing to make it as intuitive as possible is implementing a button in the interface to assist you in getting wherever it is you want to go."

In order to accomplish this, *Football Pro '98* sports a new arrangement of screens, which allows easy navigation from offense or defense plans to the Editor, to the Game Editor, and then back out into the game. Branham says, "We've made navigation a real pleasure in this product." Management fans will find the noticeable improvements in the navigation system to be more robust

and speedier as

well as more

logical.

Once you

do get into the Play Editor, *Football Pro* fans will see an enhanced front end with better graphics. This will allow you to develop your own play or edit an existing play and then see it performed on a screen that looks like a football field instead of notepaper. You'll be able to move the players around and see the field and the players better. Some longtime *Football Pro* users will notice a resemblance to *Football Pro '96*. Indeed, Branham says they are using *Football Pro '96* to help mold the better-looking and more intuitive Play Editor in *Football Pro '98*.

ACTION THAT RUNS THE 40 IN UNDER FOUR SECONDS Speed again has been addressed in league play. "It took about 10 minutes to simulate an entire week in *Football Pro '97*," says Branham. "That's not bad, but now it takes about three seconds." The blazing increase in speed is due in part to the rewritten code forming the foundation of *Football Pro '98*. It does, however, take about another 30 seconds to run through and update all the stats. In addition to everything else, *Football Pro '98* has enhanced Internet tools for COMMISSIONER play, including HTML web page output. Branham sees




Crush the competition with the new industry-leading Play Editor.



Immerse yourself in the game with all the fast-action arcade play you can handle.

online COMMISSIONER play as the hot growth area where you can join the already robust Internet community of *Football Pro '98* gamers. All gamers are invited to make comments and suggestions about *Football Pro '98* by emailing football@sierra.com.

WHAT MORE COULD YOU WANT? Even though the *Football Pro* series is considered by many gamers to be the best of the league-play football sims, the price for *Football Pro '98* is going to drop to the most competitive level ever seen for a game of this quality—\$29.95. The \$29.95 price buys you a realistic football game that races with heart-pumping arcade action and challenges with in-depth gameplay. Faster, easier to navigate, and loaded with gaming realism, *Football Pro '98* will truly appeal to those who are just beginning to play football sims as well as old pros. Simply put: *Front Page Sports: Football Pro '98* remains the best. 



SIERRA SWINGS FOR THE FENCE

with Front Page Sports: Baseball Pro '98

Whether you're already a hard-core *Front Page Sports: Baseball* gamer or just getting ready to step up to the plate for the first time, you'll find *FPS: Baseball Pro '98* to be the most complete, true-to-life baseball game available.

- Ultra-Realistic Gameplay!
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Our physics-based simulation uses the laws of nature—not of probability—for utmost realism. Customizable difficulty-level controls, as well as three fielding aid options (SmartMove, SmartThrow, and IntelliPoint), allow you to adjust realism levels for batting and fielding. Play season after season, and manage your athletes all the way from their rookie season to the Hall of Fame. Get your copy of *FPS: Baseball Pro '98* today, and start your own dynasty!

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Baseball Simulation!"**

—CGW November '97

SIERRA
Dynamix



"The Most Revolutionary Golf Game of the Decade Has Arrived!"

The reviews are in and, as we expected, *Front Page Sports: Golf* is a rousing critical success! *PC Gamer* named us its Editors' Choice, and *Computer Games Strategy Plus* honored us with its Stamp of Approval! It just doesn't get any better than this! And while we're basking in the glow of the incredible praise, we thought we'd remind you what all the fuss is about!

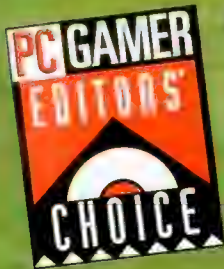
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to order

FPS: Golf, *Black Diamond Ranch*
and *Coeur d'Alene* add-on courses

TODAY!



"A strong title in every sense, I highly recommend *FPS: Golf* to golf fans. It's pretty much the best thing out there right now."

— Game Revolution

Here's the address for incredible fun, competition, and cash prizes!

www.sierra.com

• Easy-Access Internet Play

Some of those other golf sims have modem, LAN, and Internet play, but *FPS: Golf* is the only game that lets 64 players compete for FREE on Sierra's online gaming network—WON.net!



Diamond Ranch Add-On Course

Play *FPS: Golf* on the number-one-rated golf course in Florida, the world-renowned Black Diamond Ranch Golf and Country Club. Nestled in Florida's Nature Coast, Black Diamond offers the 18-hole "Quarry Course." Five dramatic signature holes hug the rim of two retired rock quarries. Challenging 100-foot vertical drops, stunning vistas of rolling hills, and the serene beauty of Black Diamond Lake add another dimension to this golfing experience.

• TrueSwing™

The only natural-feeling and realistic mouse swing on the market. More than any other swing method, TrueSwing™ puts you in the game.



• 3D Polygonal Golfer

We don't give you canned video clips of the same swing over and over. What you have with *FPS: Golf* is a 3D golfer that moves when you move, however and wherever you like. You can even customize your golfer's gender and clothing!



• 12 Types of Play

More varieties than any other golf sim on the market! *FPS: Golf* offers skins, four-ball, scramble, Ryder Cup, and many more.



• Exacting Ball Physics

Links 386 designer Vance Cook is a stickler for accuracy, and it shows in the advanced spin and collision models that cause the ball to fly, bounce, and roll authentically.



Keep checking our URL for the latest news about the upcoming \$100,000 first annual Sierra Open Internet Golf Tournament. It may be only a virtual tournament, but the cash and prizes are the real McCoy.

/golf

Sports Simulation

THIS MONTH

The Perfect Fishing

Trophy Bass 2 Deluxe and Trophy Rivers re-create every aspect of the fishing experience except the stink of the bait.

By John Sauer

COMPUTERIZED FISHING. How can you not be a skeptic? For more than half a million players, it's the only game in town. Look at how popular other sports titles are, then consider the fact that together, *Trophy Bass* and *Trophy Bass 2* are the top-selling sports games in the market—bigger than baseball, football, or golf. And when you try your hand at this new sport, Dynamix is your perfect fishing guide.

From mirror-like, warm southern lakes to icy-cold raging rivers, Dynamix has brought the full range of freshwater bait, plug, and fly-fishing experience to life. *Trophy Bass 2 Deluxe* and *Trophy Rivers* offer an angling adventure for everyone, something that the Dynamix team has planned from the beginning of their reign as the kings of cyber-angling software.



Located in Eugene, Oregon, a short cast away from some of the world's best fishing waters, many of the designers, artists, and programmers who create the flight and HERC titles we know so well are also consummate anglers.

Says *Trophy Bass* originator Randy Dersham, "In the *Trophy Bass* titles and the new *Trophy Rivers*, we've taken the bodies of water we've always wanted to fish and re-created them in a level of detail—right down to the behavior of the fish—that's

almost as good as being there. We can say without a doubt that it's taken real fishermen to make a series of fishing titles this good."

More Than Just Wishing

What makes the *Trophy* titles so much fun is that they bring you the complete experience of fishing, with all the bells and whistles included. With the new *Trophy Bass 2 Deluxe* (a premium packaging of *Trophy Bass 2* and the *Northern Lakes* add-on, which is also available

FPS: Trophy Rivers
Available: Holiday



Developer
Dynamix

Preferred Minimum Requirements
Pentium 60, 16MB RAM
Windows or Win95

Format
WIN CD

Price
\$49.95
(Order #70060)

Buy 2 Get 3 FREE!
See page 54

AGES 12+

FPS: Trophy Bass 2 Deluxe
Available: Spring



Developer
Dynamix

Preferred Minimum Requirements
486/66, 8MB RAM
Windows or Win95

Format
WIN CD

Price
\$49.95
(Order #70320)

AGES 12+

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as a stand-alone product), for example, you can boot up your computer and drop a line in lakes as diverse as Mille Lacs in Minnesota, or Lake Kissimmee

Experience

in Florida. The title brings new challenges for those who think they've mastered *TB2*, including five new lakes, new fish species, and a ton of new tournament options. Plus, you'll find some pretty good tackle inside the box from the Outdoor Technology Group, the people behind sporting brands such as Berkley®, Power Bait®, and Abu Garcia.

5 New Lakes, 5 New Fish

Those who've played *TB2* know the high level of realism with which the lakes were modeled. *TB2 Deluxe* brings this same level of realism to five new lakes: Oneida in New York, Lake St. Clair in Michigan, Mille Lacs in Minnesota, Dale Hollow in Tennessee, and Wisconsin's Lake

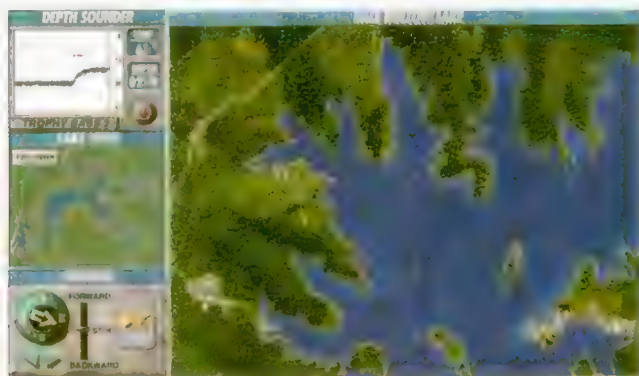
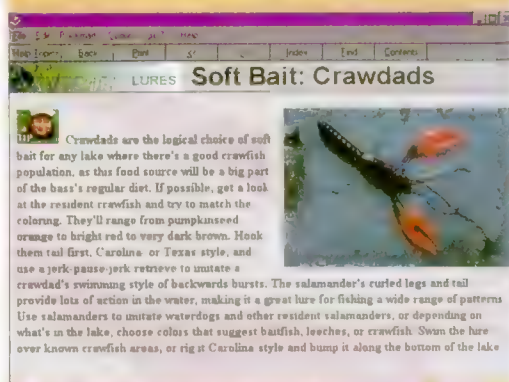
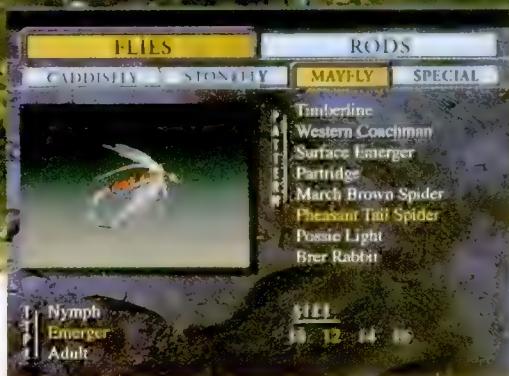
Winnebago. Each offers phenomenal fishing, and each is classified as trophy water for one or more species.

While big bruiser bass are the name of the game, you can also tangle with incredible muskie, voracious northern pike, or monstrous catfish. Of these species, it's the muskie that'll give you a heart attack the first time you hook up! The game even features the tiger muskie, a cross-breed between a pike and a muskie—a fish often considered too mean for its own good.

If stealth is more your style, *TB2 Deluxe* gives you the opportunity to hunt for walleye, sauger, and small-mouth bass. These species test your finesse with tackle as you try to entice them to bite. There's even panfish, the rock bass, a light-tackle scrapper that can keep you in the action as fast as you can bait the hook.

Trophy Rivers Run Through It

Trophy Rivers offers a new kind of fishing for current *Trophy Bass* fans, and hits a





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home run with the more than nine million people who have discovered the joys and challenges of fly-fishing in moving water.

Fly-fishing is one of the fastest-growing sports in America and the fastest-growing sport on the Internet. Use "fly-fishing" as a search term in your favorite search engine and see how many sites it offers you.

Those who know fishing will understand that *Trophy Rivers* and *Trophy Bass* are as different as *Red Baron* and

Aces Over the Pacific. *Trophy Rivers* is a natural follow-up to *TB2*, offering the high-quality fishing experience that is the hallmark of the *Trophy* sims along with over 200 miles of big fish on five of North America's top rivers. More than 15 of the most prized species of game fish can be caught in *Trophy Rivers*, including salmon, trout, and steelhead of awesome size.

Each fish species has specific AI (artificial intelligence) that re-creates true-to-life patterns for migration, feeding,

director.

"Each of the rivers—the Deschutes, the Miramichi, the White, the Big Hole, and the Sol Duc—have different terrain and gradients. And we've added the major features of each river, such as rapids, where they appear in real life. While every rock may not be exactly in

"Trophy Rivers

place, you could consider this sim as training for that river."

Fish Tales

So where do cyber-anglers hook up to trade info, advice, and fish stories? At the Fishing Hole—Sierra's online message board on their website. Point your web browser to www.sierra.com/messages/fishing/ and you can get the latest on what your fishing compadres are up to. There are also a number of homegrown chat boards and home pages sprouting up in cyberspace, many of which get listed by their owners.





Working the Fly

What sets *Trophy Rivers* apart is the player's ability to chase huge salmon and trout with spinning gear, bait-casting tackle, or a fly rod, with bait, lures, and flies. It's the fly-fishing in particular that will make such a big hit, because no other fishing title offers as exact a simulation of this rapidly growing sport.

Where most players would think that the challenge in fly-fishing is casting the heavy line and weightless fly, the true key to success is in the "mend," which is the way you make

brings the same level of detail to fishing sims as Trophy Bass 2 did."

-Tasos Kalafas, GameSpot

a fly drift naturally in the current.

"The '10-to-2' motion of casting a fly is pretty basic," says Kurt Weber, one of the *Trophy Rivers* designers. "We could have devised a complicated mouse-movement to give players control over the cast, but doing so would have taken resources we wanted to devote to more important features such as real-world fish AI. So we modeled the casting features after the *Trophy Bass* autocast. This lets new players get a feel for fly-

fishing, and puts the focus on the true skill of working wet and dry flies in the water. Master this and you're an expert."

Time on the Water

As a game with lakes as the medium, *TB2 Deluxe* is dedicated to angling from a boat. Offering rivers as the venue opens the method to a choice between a drift boat, canoe, wading—or a combination.


"If you've ever hooked a monster salmon in a drift boat, as you can do on the Sol Duc," says Letsom, who had this experience, "you could follow that fish for miles before you get a net under it—if ever." In *Trophy Rivers*, you can land

a fish from either a boat or the shore.

So What's

Next?

With *Trophy Bass 2 Deluxe* and *Trophy Rivers*, virtually every angling experience you can have in fresh water is available. The big question is, where does it go from here? The development team

at Dynamix isn't telling, but you can bet your waders it's going to be good. What type of fishing do you think should follow *Trophy Rivers*? Write to us at interaction@sierra.com, and let us know. Tight lines and good fishing! 

Online Tournaments

NEVADA INVITATIONAL				
DAY THREE OF THREE				
NAME	CITY/STATE	FISH	LB-OZ	WINNINGS
Chuck Letsom	Yee Haul, TX	1	45.44	\$35,000
David Letsom	Oklahoma City, OK	11	27.4	\$23,000
Yankee, TX		12	25.2	\$15,000
Bridgman, NE		11	24.3	\$9,000
Montgomery, TX		10	23.7	\$7,000
Hot Springs, AR		12	23.6	\$5,000
Cape Run, MO		13	23.15	\$4,000
Old Dine, TX		11	21.9	\$3,500
Charles Warden	Sallisaw, OK	10	21.13	\$3,000
PLAYER				
1	Chuck Letsom	Yee Haul, TX	1	45.44 \$35,000

If multiplayer, online fishing is something for which you've developed a taste, *Trophy Bass 2 Deluxe* and *Trophy Rivers* have more of what you're looking for. Both titles support modem, LAN, and Internet play, and have several tournament modes to test your angling skills. *Trophy Rivers* includes the ultimate challenge in fly-fishing—"single-fly" competitions. These events test your skill at matching one single-fly pattern to a desired species of fish, and catching the most or biggest fish in the competition. It truly separates the king salmon from the guppies. You can get in on the fun by checking out Sierra's Internet gaming site, the World Opponent Network (WON), where playing is FREE.

The online tournaments are planned to roll out with some pretty hefty sponsors. Go to a premium fly-fishing shop, and read the labels on the really good tackle. Those are the names you can expect to see behind the tournaments.

NORTH CAROLINA INVITATIONAL	
TOURNAMENT RULES	
<p>There is a 15-minute time limit for each match. Your catch will be weighed at the end of each day. The angler with the highest total catch weight wins the tournament.</p> <p>The fish acceptable for weigh-in are largemouth bass, smallmouth bass, and spotted bass. All other fish must be returned to the lake.</p> <p>Each angler is allowed a maximum of 1 fish per day, with a 14-day tournament weight limit. The fish keeper will enforce these rules.</p> <p>Do not show rules again</p>	

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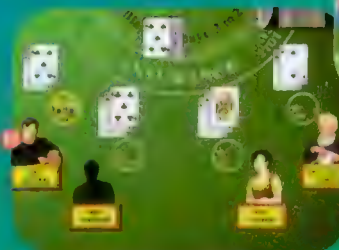
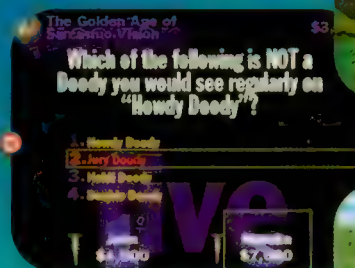
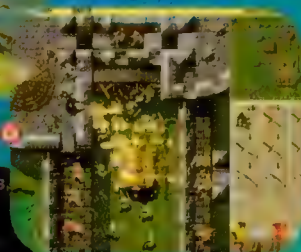
* Excludes Internet access charges you already pay your ISP, if any.

**12 Online Games
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- 3 **YOU DON'T KNOW JACK® the netshow** The irreverent quiz show party game is live on bezerk.com!
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WITH SO MANY choices, finding the best way to the Internet can be as frustrating as trying to find the "right" pebble in a rock quarry. Three years ago, our choices were limited to either one of the big-name online services, or small, local Internet service providers (ISPs). When choices were limited, beggars couldn't be choosers. We couldn't shop around for the best price, the best customer service, and the most information-rich content. We took what we could get because only one thing mattered back then—getting online.

But times have changed, and now there are almost too many choices. For this roundup, I evaluated five ISPs: America Online (AOL), Microsoft Network (MSN), AT&T WorldNet, MindSpring, and the EarthLink Network. Now keep in mind, I am one very impatient and not very technical person who wants a simple connection to the Internet. Here's what I found...

How to Make Your Decision

The most important thing people need to realize is that, while all the ISPs evaluated here provide on-ramps to the Internet, they are all very different services. The simple Internet service providers afford users a direct connection to the Internet, while the more content-rich online services offer an online environment or community.

New users of the Internet are looking for as much guidance and community as they can get.

In addition to providing access to the Internet, online services such as AOL and MSN offer a wealth of guidance and an almost overwhelming sense of community. ISPs like EarthLink, MindSpring, and AT&T WorldNet provide more seasoned users with access, but with less persuasion on what information they should view and how they should choose to get there.

When evaluating these ISPs, I kept in mind five factors: price, content, ease of installation (how dummy-proof is it?),

Access Made

By Cody Brown



Finding the right Internet service

provider can be quite a handful.

InterAction did some digging to

keep your hands from getting dirty.

access speeds (how long does it take to download a 1MB file over a 28.8 kbps connection?), and—most important to me—customer support (how friendly and patient are customer support reps in the face of customer cluelessness?).

America Online

Simply put, America Online is the training wheels of the Internet. New users love it because it does a lot of the work for you. In terms of content, AOL serves it up. There are



celebrities and other regular people who share similar interests. The only problem with lots of content is that quantity doesn't always mean quality.

AOL was extremely easy to install and get running. It took a total of 12 minutes to install

the software and get online.

Moreover, it took an average of seven min-

utes to download Sierra's Diving Adventure (1MB) screensaver. Not as fast as some of the others, but it's never fair to hold an

ISP completely responsible for access and download speeds, because they vary so much.

I was pleasantly surprised by AOL's customer service. It took only 17 seconds for me to speak with

an actual person.

Now all these

ISPs would want me

to mention that they provide a lot of online help. But I like to talk with real people, so I can fully explain my problem and have it answered directly.

AOL is the training wheels of the Internet. New users love it.

Mungo Park, MSN offers quality information about any topic you can imagine.

Installation wasn't much fun.

Easy

many "channels" filled with information about current news, music, arts, sports, and shopping, as well as live chats with

Microsoft Network

Much like AOL, the Microsoft Network is more than a simple ISP. It is an online service that offers its users a unique online environment. MSN also features lots of channels with information about current news, events, entertainment, and business.



Internet Service Provider	Monthly Rate	Time	Startup Fee	ISDN Support	Bundled Web Browser	Personal Web Page Space	Toll Free Tech Support	Hours of Tech Support	Dive Time* (min. to download)	Install Time
AOL (888) 265-8002	\$19.95	unlimited	No	No	AOL	10MB**	Yes	24 hours	7 min 21 sec	12 minutes
MSN (800) 386-5550	\$19.95	unlimited	No	Yes	IE 4.0	No	No	7am-2am	9 min 4 sec	Don't Ask
MindSpring (800) 719-4660	\$19.95	unlimited	\$25	In certain areas	IE 4.0	10MB	Yes	24 hours	5 min 21 sec	34 minutes
AT&T WorldNet (800) 967-5363	\$19.95	unlimited	No	No	IE 4.0	5MB	Yes	24 hours	16 min 54 sec	14 minutes
EarthLink Network (800) 395-8425	\$19.95	unlimited	\$25	Yes	Navigator 4.0	6MB	Yes	24 hours	12 min 24 sec	12 minutes

*Dive Time = Time to download Sierra's Diving Adventure Screensaver (1MB) from www.sierra.com/free **per screen name (5 max)

If you're new to computers, don't let Microsoft show you where to go today. You may never get out alive.

For this review, I was sent a preview version of MSN 2.5. In a confusing installation process (that I still haven't been able to complete) files were sent to directory destinations I simply couldn't find. For this reason I evaluated the current version of MSN. If you're new to computers, don't let Microsoft show you where to go today. You may never get out alive.

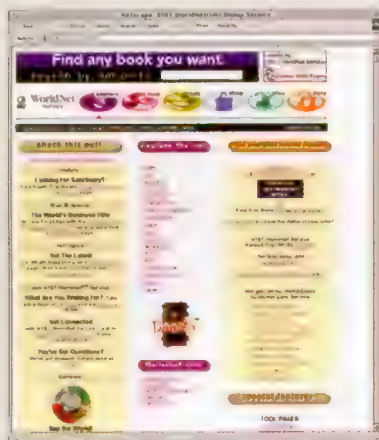
As if that wasn't enough bad news, MSN doesn't offer free technical support. Even worse, the tech support they do offer isn't available 24 hours a day. Everyone else's is, so, suffice to say, I don't get it. Obviously, neither does Microsoft.

MindSpring

MindSpring is a refreshing combination of ISP and online service. It offers a modest amount of content and makes suggestions for places to visit when viewing the Web through your browser. MindSpring offers its users a nice online community. Easy-to-use message boards and chat forums allow users to ask

questions on any number of categories of interest. By suggest-

ing resources on the Web and supplying many message boards for even more suggestions, MindSpring supplies the right combination of information and online community.



MindSpring's installation procedure was less than fast. In total, 34 minutes elapsed between the time I put the start-up disk into my D: drive and when I was actually online. To be fair, I had some problems on my end with my modem. But I didn't experience the same problems with the same hardware and configurations I used to connect to the other services.

Access proved very smooth

over a 28.8 modem connection. It took only an average of five minutes and 21 seconds to download the 1MB diving screensaver.

In terms of customer service, MindSpring is amazing. Of all the customer support reps I spoke with, MindSpring's were the most patient and most willing to help me solve the problem I was having with my modem (and that wasn't even their problem to solve).

AT&T WorldNet

One of the benefits of AT&T WorldNet is its size. WorldNet is not as much an online service as it is an ISP, so there isn't much in the way of original content. WorldNet is part of the AT&T phone line network, so they have tons of local access numbers throughout the world. For people who travel a lot and still want access to their email and the Web, AT&T WorldNet is a good choice.

Taking 14 minutes to completely install the software and gain admittance to the Internet, WorldNet's setup is fast and easy. Download speeds weren't quite as smooth. It took an average of 16 minutes 54 seconds to download the screensaver. That's a long time to wait for a 1MB file to download.



EarthLink

EarthLink Network is about as simple an ISP as any included in this roundup. Original content is next to nonexistent. EarthLink does do an adequate job of pointing you in the direction of valuable information on the Web, but as far as building an online community—not quite. EarthLink features numerous local access numbers throughout the world, so users who travel can get access to their email and the Web in cities throughout the world. For me, problems with EarthLink's service were few.

I had heard some horror stories about people having to wait days for customer service reps return their calls, but I didn't have a problem with EarthLink. I got right through, and the representative who helped me was friendly and, most important, knew the answers to my questions. She was also very good at making me believe EarthLink cares about its customers.

That's a warm and fuzzy feeling that conglomerates like AOL, Microsoft, and AT&T couldn't even learn to project.

If it fits...

It depends on what you're looking for because every service is unique and choices are abundant. Maybe you're a more experienced user who travels a lot and simply wants smooth, inexpensive access to your email via

ISPs like EarthLink or AT&T WorldNet. Maybe you seek a more guided, communal Internet experience and are looking for an online service or environment. They tend to especially benefit new users of the Internet who don't have much interest in blazing their own path through the Web. The content on both MSN and AOL is robust and full of a lot of useful (and not

so useful) information. But in terms of content, both services have put a lot of time and money into developing more of an online community for users than other services that simply provide access to the Internet.

We'd like to know what you think of your own ISP. If you have an opinion about any of these major ISPs, or any others, please email us at interaction@sierra.com, and we'll be sure to post the results on our website at www.sierra.com.

In terms of customer service, MindSpring is amazing.



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By Christa Phillips

GIFT GUIDE

SIERRA HOLIDAY

**Buy 2
Get 3
FREE!**

See page 54 for details.

THE HOLIDAYS ARE here again, and while everyone knows that software makes a great gift, sometimes it's tough to match the appropriate software titles with individual friends and family. Maybe you're not sure if your nephew is old enough for flight sims, or if your grandfather is technologically savvy enough for the Internet. So, in the interest of getting everyone gifts they'll be sure to love, Sierra offers some outstanding values and great gift ideas for this festive season.

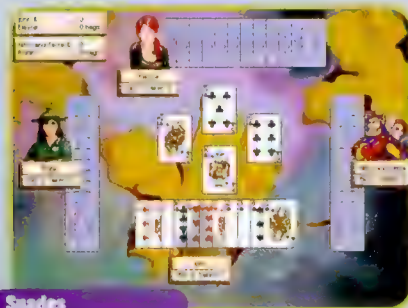
Try Your Hand at Hoyle Classic Card Games

This holiday season, introduce a novice card player to a world of strategy and fun with *Hoyle Classic Card Games*. Packed with 12 popular card games, including Gin Rummy, Crazy Eights, Poker, War, and Hearts, *Hoyle Classic Card Games* cover the rules,

history, and variations—all for one great price.

No other PC card collection offers the outstanding Hoyle quality in their games. And that's only the beginning.

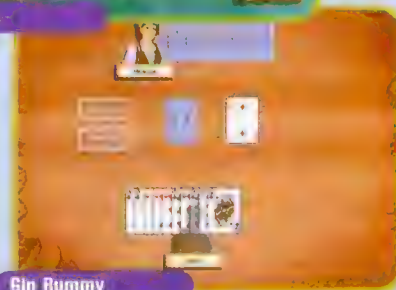
Animated characters play right along with every round. Add to the fun quotient and meet up with an out-of-town friend or relative by hopping on the 'Net and playing a hand of Gin Rummy, Hearts, Spades, or Poker. This fun will last for hours. There's even a bonus of two free board games thrown in. So, don't forget to add *Hoyle Classic Card Games* to your holiday shopping list.



Spades



Cribbage



Gin Rummy

Roll the Dice With Hoyle Classic Board Games

Can't decide what to get your cousin? No problem. *Hoyle Classic Board Games* is 10 games in one great package.

With Chinese Checkers, Backgammon, Dominos, Snakes and Ladders, and more, *Hoyle Classic Board Games* is packed with fun. Play the century-old Battling Ships with a virtual twist. And with easy Internet play, you can experience the thrill of victory as

you sink your uncle's carrier in Iowa.

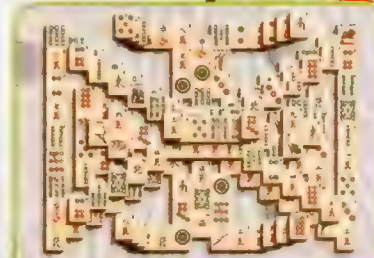
Don't forget: with *Hoyle Classic Board Games*, you get two bonus card games. So, make the most of your holiday cash and give a gift that's sure to be enjoyed.



Chinese Checkers



Battling Ships



Chinese Tiles



Checkers



Backgammon

Place Your Bets on Hoyle Casino

Roll the dice, spin the wheel, and play your hand with *Hoyle Casino*. *Hoyle Casino* features 50 variations of Vegas-style slots, Blackjack, Roulette, Craps, and the grand master, Poker.

Hoyle Casino features Friday-Night versions of this perennial favorite. Learn the fine art of maintaining your poker face as you bluff your opponents in 5-Card Draw, 7-Card Stud, Texas Hold 'Em, and 5-Card Hi-Ball, to name just a few of the Poker games in *Hoyle Casino*.

But the fun has just begun. Wait until you play against some of the funniest opponents ever found in a box. Once you get the hang of it, or when you want a live challenge, jump on the 'Net and challenge anyone around the world to a hand of Blackjack or Poker. Internet

Poker takes on a whole new dimension when you can't see your opponent face-to-face. This year, place your bets on a winner and pick up *Hoyle Casino*. Las Vegas has never been so close to home.



Slot Machines



Roulette



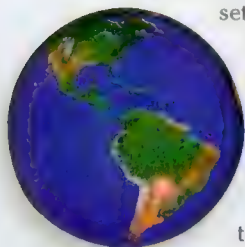
Craps



Blackjack

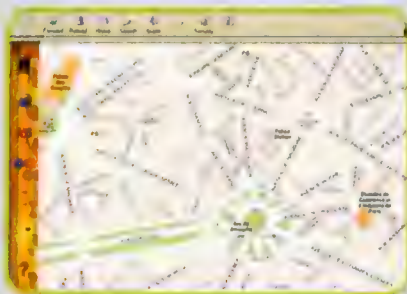
Explore With Collier's Encyclopedia 1998

It used to be that if you really cared about your child's education, you'd plunk down big bucks for a hefty set of encyclopedias.



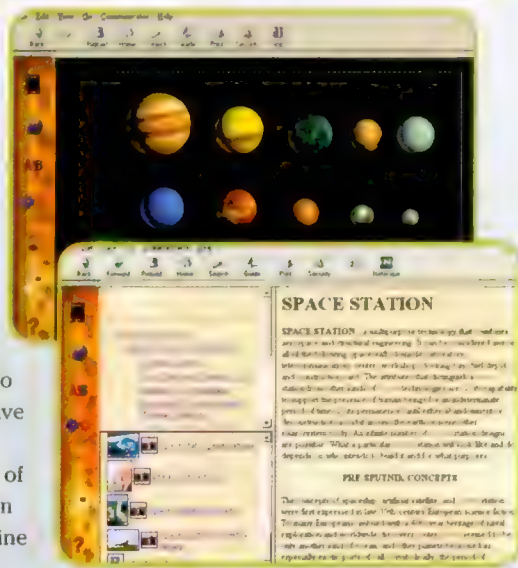
That's still partly true today. Every student could use a comprehensive reference tool full of tens of thousands of articles written by acknowledged experts, including Nobel laureates and Pulitzer Prize winners.

What's different about *Collier's Encyclopedia 1998* is that this 24-volume interactive reference set comes on three CD-ROMs, uses quite a bit less



shelf space, and is significantly cheaper to gift-wrap and ship. *Collier's 1998* comes loaded with in-depth articles, videos, pictures, maps, simulations, timelines, and so much more. It also has compelling multimedia touches that you'll never find in a bound book. Your favorite student can watch film footage of the moon walk, listen to an audio file of Martin Luther King's "I Have a Dream" speech, observe detailed, animated explanations of the Battle of Gettysburg, or listen to a sample of Mozart's *Eine kleine Nachtmusik* performed by the Vienna Philharmonic.

Best of all, *Collier's 1998* won't gather dust as information becomes obsolete. It can be updated with the most recent information through downloads from the Internet, meaning *Collier's 1998* is constantly growing, changing, and improving. Whether your favorite scholar is in preschool or pre-med, *Collier's*



Encyclopedia 1998 offers accurate, up-to-date information that will instruct, engage, and challenge him or her for years to come.

\$50 Rebate!

Get a special \$50 rebate by mail when you buy *Collier's Encyclopedia 1998*. For complete details call 1-800-757-7707.

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Remember, if it's not perfect, you get your money back—we guarantee it! Happy Holidays from Sierra's family to yours. And best wishes for a happy and prosperous New Year!





Flex Your Mental Muscles With Power Chess '98

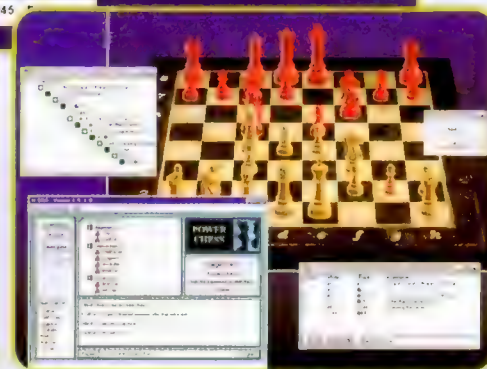
The competition is pretty stiff in the world of computer chess. And yet, it's easy to pick the best game when you understand that *Power Chess '98* is the only chess title that combines all the great features you'd expect from a top-of-the-line, cutting-edge chess simulation plus groundbreaking, critically acclaimed innovations. *Power Chess '98* is a super gift for all the chess players you know, not to mention friends who are intrigued by the game but have never learned to play. This is because it features the *Power Chess* King, an adaptable opponent that plays just a bit better than you—just enough to make you stretch yourself every time you play. Just like a human opponent, the King learns and adapts accordingly. But it's his human qualities that make him vulnerable. He makes mistakes, he sometimes underestimates his

opponent, he even gets cocky and moves too fast. In fact, he'll do practically anything human—except cheat.

Behind every great King, there's an even greater Queen, and the *Power Chess* Queen is never far from the action. As you play against her royal husband, she watches every move. When the game is over, she'll take you step-by-step through the games, showing you with highlighted squares and telling you in a beautiful clear voice what moves you did right and how you can improve on the things you did wrong. Once you've beaten the King, you can take on the Queen her-

self. Not only is she the ultimate opponent, she's the personal incarnation of the famed WChess engine—the chess engine that beat the most grand masters at the Harvard Cup!

Power Chess '98



also features very advanced analysis of each game played, historic chess games, gorgeous 2D and 3D chess sets, and simple Internet access for free online play against other people. Open up or enhance the world of chess for those you love. ♠



Hoyle Classic Card Games

Preferred Minimum Requirements

486/66, 8MB
RAM, WIN95

Format WIN95 CD

Price \$29.95
(Order *70255)



Hoyle Classic Board Games

Preferred Minimum Requirements

486/66, 8MB
RAM, WIN95

Format WIN95 CD

Price \$29.95
(Order *70240)



Hoyle Classic Casino

Preferred Minimum Requirements

486/33, 4MB
RAM, Windows

Format Windows CD

Price \$29.95
(Order *70270)



Collier's Encyclopedia '98

Preferred Minimum Requirements

486/66, 16MB
RAM, WIN95

Format WIN95 CD

Price \$29.95 (After rebate)
(Order *70340)



Power Chess '98

Preferred Minimum Requirements

Pentium 90+, 12MB
RAM, WIN95

Format WIN95 CD

Price \$29.95
(Order *70280)

1-800-787-7707 www.sierra.com

Until you've played Jack....

...YOU really DON'T KNOW JACK at all

When we asked contributing writer Jeff Gilbert to write this article, we thought he knew everything. Now he knows JACK.

YOU DON'T KNOW JACK Box Set

www.sierra.com/trivia



Available: Now

Developer
Berkeley Systems

Preferred Minimum Requirements

486 66+ 16 MB RAM WIN95
MAC Sys 71 9MB Free RAM

Format
WIN 3 1/95
MAC CD

Price
\$29.95
(Order #20212)

1.800.757.7707

**Buy 2
Get
3 FREE!**

See page 54



By Jeff Gilbert

PLAYING *YOU DON'T KNOW JACK* for the first time is like appearing on some sort of maniacal trivia game show where each correct answer is met with homecoming parade hoopla and cash scores are awarded like Microsoft stock options. Get a question wrong, and you'll start thinking the only safe place left to stand is in front of a firing squad. *YOU DON'T KNOW JACK* takes the American pastime of trivia and supercharges it with flat-out freaky fun, flashy flair, and a wisecracking host who can't wait for you to screw up. Even if you fancy yourself a know-it-all, until you've

played *JACK*, you really don't know *JACK* at all.

"We call it a combination of pop culture and high culture," enthuses Julie Tarlton, marketing whiz for Berkeley Systems, the co-developers of *JACK*. "*YOU DON'T KNOW JACK* is a content-driven experience—no missions or plasma rifles; it's really just about trivia. And trivia is something that will always be around."

And the trivia questions, as any *JACK* fan will tell you, are what make the games so enticingly interactive and incredibly hilarious. The categories come across like a stand-up monologue:

*A combination
of pop culture
and high
culture*

adder Problem action

Wdy Moe
I sold pee

Flushing The Captain's Log, When Harry Met Geometry, Maybe They Should Put Soda Machines In The Morgue, and Loogies & The Cosmos. During the bonus DisOrDat™ Round, you can expect to test your buzzer finger against such questions as "Dangerous Gas or Brand of Shampoo?" Methane may smell funny, but it sure does a good job of leaving your hair

shiny and bouncy, yet manageable.

Given the absolute cerebrum-crunching nature of the questions—which are thrown out like tomatoes at a cheesy lounge singer—the most difficult task ahead, says Tarlton, is maintaining the game's charismatic intelligence. "The hardest thing is to keep the cleverness that goes into the trivia. What makes these games is the content and the way it's presented. It's definitely the biggest challenge to keep the creative end up."

Yeah, but do they have to be so dang smart about it?

Flushing The Captain's Log,
When Harry Met Geometry,
Maybe They Should Put Soda
Machines In The Morgue,
and Loogies & The Cosmos.

YOU DON'T KNOW JACK Volume 3 sports a gaggle of new features sure to entice fans back to lock brain cells with *JACK*. First up is the ThreeWay™ question, which Berkeley likes to call a "rapid-fire ménage à trois" where three players can buzz in simultaneously. Kind of like Wac-a-Mole...with dictionaries. Then there's the dreaded Impossible Question™—try your luck with the hopeless query, or fall flat on your face. And yes, *JACK* belly laughs at you when you do.

Sure to be a big hit with the sampling sect is the Super Audio Question™, which challenges your assumed knowledge of sounds to score big money points. The task is simple: match a sound with its mate. For instance, "quack" presumably goes with a duck.

Easy? Until *JACK* hits you with sounds ranging from bean-eating pachyderms to spontaneous body functions. (Warning: don't play this round on a full stomach.)

Another fun feature is the special Guest Hosts™, people like Mrs. Tewkes. Cookie's (the host of *JACK* Vol. 3) first-grade teacher. She looks and acts so much like a schoolmarm, you half expect her to reach out of the com-

Most Recent JACK Releases!



**YOU DON'T
KNOW JACK
Volume 3**

\$29.95

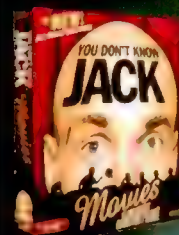
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KNOW JACK
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**YOU DON'T
KNOW JACK
Movies**

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**YOU DON'T
KNOW JACK
Huge (XXXL)**

\$39.95

Order #20217

Preferred System Requirements

486/66+, 16 MB RAM, WIN95

MAC Sys 7.1, 10MB Free RAM

puter screen and slap your hand with a ruler for getting the answer wrong. I'm sure virtual punishment is in the cards for future *JACK* games.

Then there are the really wicked Easter eggs those naughty Jellyvision writers (the co-developers of *JACK*) have created. Developing an ultra-hip contest that makes us all look like dummies obviously wasn't enough. During the Gibberish Question™, in which *JACK*



tosses up some scrambled words to be quickly unraveled, if you type in a specific swear word (not as second nature as it sounds) the host comes out and remarks indignantly, "Are you talkin' to me on my show? I don't think so...." Then he deducts from your score. Do it again, and he'll change your screen name to

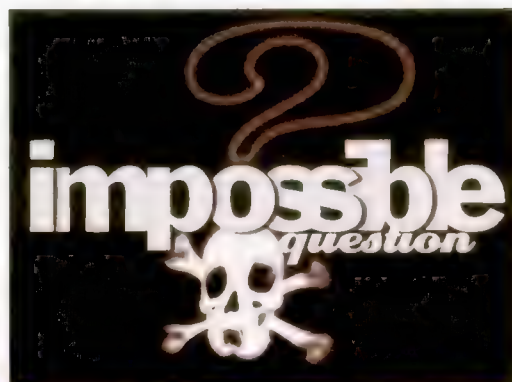
Dumbo (or something far less Disneyesque). Type in a nasty word three times, and he pulls the plug: "Okay, that's it—come back when you change your attitude." Oh, yeah, he'll also reduce your score—by 150,000 points.

Don't Think That That—You Don't Know Where It's From

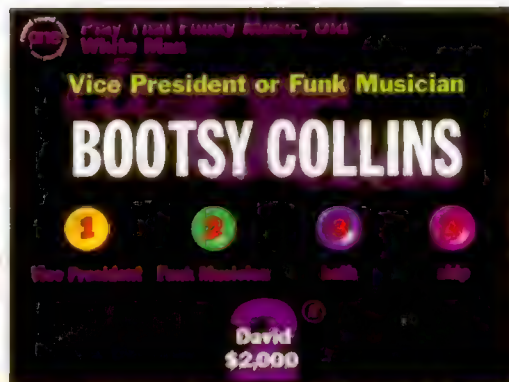
My love for television has betrayed me. I thought I knew all of TV's throw-away facts and figures. I've been mentally cat-

...no missions
or plasma
rifles; it's
really just
about trivia.

aloguing them like a librarian on a triple-tall latte with a Jolt cola chaser. The categories in *YOU DON'T KNOW JACK Television*, another new release from Berkeley Systems, thumbed its digital nose at my prime-time wisdom: "Intergalactic Cheese," "The Marines vs. The Cavity Creeps," "I Wanna Be A Bald Millionaire," "Geraldo Meets Betty Crocker." It's enough to make you take



Impossible Questions make the SAT look like a kindergarten entrance exam.



Warm up your index finger for the DisOrDat speed round.

notes while watching Nick at Night. The question segues are all based on TV motifs ranging from theme shows like *The Brady Bunch*, *Star Trek*, and *Mork and Mindy* to take-offs on the nightly news, commercials, and, of course, game shows. *JACK TV* is visually as sharp as the game itself as whizzing graphics fly by: Jiffy Pop popcorn, a comfy recliner, rabbit-ear antennas from the 1950s, the omnipresent TV dinner.

Something Between the Ears

YOU DON'T KNOW JACK is a consummate gaming experience for the blooming academic in all of us. It's fun, fast, and far from easy. It's also a game that has opened up new uses for the computer. "Before, [computer] gaming was an isolated experience," says Tarlton. "*JACK* is all about having multiple people crowded around the computer in the living room for a party."

All things considered, *JACK* is a highly intelligent game that makes due fun of high intelligence. "We aim at not being condescending to our players," says Jellyvision creative director and producer Dave Houghtaling. "It's a game that proves you don't have to be shooting and blowing things up to have fun. When you come right down to it, *JACK* is a word-based game. It's not like *Myst* or *Doom*; it relies on something between the ears of the players."

Something between the ears? Sounds like a potential category for *YOU DON'T KNOW JACK Volume 4*. **■**

YOU DON'T KNOW DAVE



Dave Houghtaling is Jellyvision's top gun mastermind (official moniker: creative director and producer) behind *JACK Vol. 3* and *JACK Television*. Responsible for assembling *JACK*'s content, he has 10 writers under him creating the more than 800 questions that make up each game. He's a veritable whip cracker leading a ship of fools chained to their oars. Right, Dave? "Uh, yeah," laughs the genial producer. "We don't like to put artificial ceilings on the staff's creativity. Our writers are constantly interacting with each other and trading questions, helping each other punch up the comedy and writing. In a sense, a very individual effort, and on the other hand very communal. The ultimate product is really a collective effort."

Some decisions are hard.
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- B. Get free games and cash back from Sierra.

ACROPHOBIA

Get Ready to Face Your Fears

Acrophobia, Berkeley's free online game show, makes you LAUGH (lunge after unlikely, great humor) and leaves you GAS (grasping at straws).

Acrophobia

www.bezerk.com/



Available:
Free Online
Now



Developer
Berkeley Systems

**Preferred
Minimum
Requirements**
486/66, WIN95, 28.8
Modem, Internet Explorer
3.0/Netscape 3.0+

Format
WIN95

Price
FREE

Download From
www.bezerk.com

By Jeffrey Adam Young

SOME FOLKS ARE afraid of the dark; others, of being confined in small spaces or high places. But the most consuming and universal fear of all is the fear of the unknown. Berkeley Systems will help you confront

DRAOIRS

**[Dennis Rodman Agitates Often:
Impressive Rebounding Skills]**

that fear with *Acrophobia*, a new online game where wit and linguistic aptitude are your keys to success.

This new game, launching on beZerk (Berkeley's online network) late this fall, is not about high anxiety as the name suggests. Nope, *Acrophobia* is a game involving acronyms, that lovable bastardization of language that computer users are all too familiar with: "Does your PC have WYSIWYG on its CRT?" "Yes, and my PC has lots of RAM and a P-300 MMX CPU to use with my CD-ROM games, okay?"

Of course in "computer-ese," CD-ROM stands for Compact Disc-Read Only Memory. But to the non-computer literate it could very well stand for Cold Duck Really Offends Me. Acronyms can have different meanings to each person, and that is the essence of beZerk's *Acrophobia*.

Acrophobia has its roots in IRC (some say this stands for Incredibly Repugnant Chat), the Internet's equiva-

Online Hints And Tips: Acrophobia Website

ONE OF THE MOST difficult rounds of *Acrophobia* is the fifth round, the **Seven-Letter Round**. This round has seven Acro bonus points so round totals of 10 to 15 are not unheard of; scoring well here can either put you in the final two or catch you up very quickly. There are several things you can do to make your answer better than the rest.

- Remember that speed points mean comparatively little in a round this large. Don't hurry, take the full minute if necessary.
- Also, grab the first two letters and make an answer for just those two. For instance, a person's name, a place, or whatever. A good example would be: DRAOIRS [Dennis Rodman Agitates Often; Impressive Rebounding Skills].
- Remember, it's much easier to start an answer with a noun when all else fails. More advanced players can look for two- or three-letter combinations inside the Acro and build your answer around that.
- One final note: These Acros are hard enough without adding a category. If you win the six-letter round, unless you are great at a particular category, go for "General Acrophobia."

lent of Prohibition-era speakeasies. The IRC channels are hard to find, except for those who know about them, and they are an ideal place for good conversation and a (sometimes bawdy) good time. Some IRC channels also contain word games, and *Acrophobia* is one of the most popular.

Acrophobia takes the IRC game concept to an engaging new level with that witty Berkeley twist that is prominently displayed in its *YOU DON'T KNOW JACK* series. This time, however, the computer host is decidedly polite and unflavorful, and the wit is supplied by the players.

HHIW: [Here's How It Works]

Once you and up to 13 other players have chosen a room out of the 100 available, you can begin a game of *Acrophobia*. In the first round, players are prompted to compose a witty phrase based on an acronym. For instance, two possible entries for the acronym PBE could be Pale Blue Eyes or Peanut Butter Enemas. Once 60 seconds has expired, the voting round begins. Here, each player can cast one vote for his or her favorite answer. Each vote counts as one point for the composer of that phrase, and the player who receives the most votes earns an additional bonus point for each letter in the acronym (for PBE, it would be a three-point bonus). In addition, the player who entered his or her composition first wins a speed bonus of two points. Since voting is completely subjective and done by your peers, there is an incentive to outwit your opponents to earn their praise and votes.

CC: [Chitter-Chatter]


Remember, *Acrophobia* is a live game with live opponents. So, what better way to round out the game than with lively conversation? Along with each round of the game is an easy-to-use chat engine where you can interact with the other 13 players in your room. Just click and type—it's that easy.

MRMF:

[More Rounds, More Fun]

Acrophobia continues at a rapid pace with increasingly large acronyms of up to seven letters, and with topic-specific rounds in which players attempt to make their answers fit into categories such as History, Science, Entertainment, and more goofy topics like Dilbert. Once a player reaches 30 points, then he or she is joined by the second-highest-scoring player for a one-on-one Face-Off. This is a high-speed, high-intensity "Acro-rama" in which the rest of the players vote on three acronyms. The winners from each game don't just

win the respect of their fellow players. Every day, week, and month, cash prizes will be awarded to high scorers, frequent players, and great all-around

players. The prizes range from \$100 to \$1,000, so those of you looking for some additional income better sharpen your wit. Since the material in *Acrophobia* can be mature at times, players can choose from a super-clean, family-oriented game or a game that may be too mature for some younger children. *Acrophobia* has a little of something for everyone. CIAO. No, not goodbye—Check It All Out—at www.bezerk.com. 



*Acrophobia plays over
Sierra's exciting World
Opponent Network.*



Race against the clock to create witty phrases based on acronyms.



Vote for your favorite phrase, and score points when your phrase is selected by others.

Celebrate the Holidays

The holiday season is in the air. Days are shorter, nights are cooler, and fall's colors blaze a brilliant trail everywhere. It's the time to gather around the fireplace with loved ones and start your holiday preparations. It's easy to get creative with your decorations, gift ideas, and special menus without spending a lot of money or time. Let Sierra help you plan, shop, and organize for the holidays in ways you'll remember for years. You and your family will cherish the time spent together creating special memories, tasting delicious new foods, and starting new traditions. Inspiring new ideas from *Print Artist 4.0 Platinum™*, *MasterCook Deluxe 4.0™*, *MasterCook Cooking Light 4.0™*, and *MasterCook Sheila Lukins Around the World™* cookbooks will add a special touch to your holiday plans.



COUNTING DOWN THE DAYS...

Raise the level of expectation and excitement around your house with a custom-made Advent Calendar made completely with *Print Artist 4.0 Platinum*. Easy, step-by-step instructions are included on page 86.

GREAT HOLIDAY RECIPES FROM SHEILA LUKINS

Sheila Lukins Around the World 4.0 is filled with luscious recipes ideal for any holiday menu including Christmas Red Pepper Soup from Mexico. For the complete recipe, visit Sierra's website at www.sierra.com/home.



DELECTABLE CHOCOLATE NEST DESSERT

The perfect way to end the perfect holiday meal, with a mouthwatering Chocolate Nest Dessert from *Cooking Light 4.0*. Easy to make, the complete recipe can be found on Sierra's website at www.sierra.com/home.



in Grand Style

Make your house a Sierra home



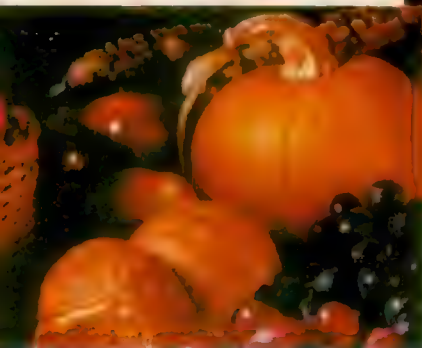
CORN BREAD AND CRANBERRY STUFFING

Spectacular! Your family and guests will heap accolades on you like gravy on mashed potatoes when you serve them Roasted Turkey with Corn Bread and Cranberry Stuffing. For the complete recipe from MasterCook Deluxe 4.0, see page 86.



CHRIS' PUMPKIN PECAN PIE

It's not Thanksgiving without pumpkin pie. Try something a little different this year. Tweak your traditional recipe with help from MasterCook Deluxe 4.0 and a secret ingredient—pecans. The complete recipe can be found at www.sierra.com/home



SET THE TABLE IN STYLE

Why send an ordinary card when you can make and send an extraordinary card and table centerpiece? Take your imagination to the limits with Print Artist 4.0 Platinum. For complete directions head to www.sierra.com/home.



THE FESTIVAL OF LIGHTS

Commemorate the Festival of Lights with a special card that includes a printed menorah. Complete Print Artist 4.0 Platinum directions can be found at www.sierra.com/home.

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Create unique recipe cards and cookbooks with scrumptious MasterCook Deluxe, MasterCook Cooking Light, and MasterCook Sheila Lukins Around The World recipes. Incorporate your own recipes, and make ideal holiday gifts to share with friends and family.



holiday projects

CRANBERRY AND CORN BREAD STUFFING

Makes 10 cups stuffing

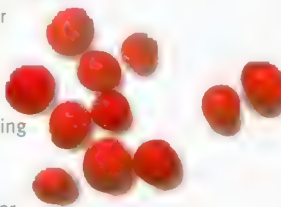
Prep time: 1 hour



Notes: Cranberries, walnuts, and corn bread mingle to make a superb stuffing for turkey, pork roast, and roast chicken. This stuffing is particularly appropriate for Thanksgiving. Corn and cranberries are Native American foods that were part of the Indian diet when the Pilgrims arrived in the New World. If desired, add 8 ounces chopped fresh oysters to the stuffing.

Quick Corn Bread

4 tbsp. butter
1 cup milk
2 eggs
1 cup flour
1 ½ tsp. baking powder
2 tsp. salt
1 ½ tsp. sugar
1 cup cornmeal



Preheat oven to 400 degrees F. Butter an 8-inch-square baking pan. In a small bowl combine the butter, milk, and eggs. In a medium bowl, sift together flour, baking powder, salt, and sugar; stir in cornmeal and make a well in center. Gradually stir milk mixture into dry ingredients until just combined and slightly lumpy. Do not over mix or corn bread will be tough. Place mixture in prepared pan; bake until top is golden brown (about 35 minutes).

Stuffing

4 tbsp. butter
1 carrot, minced
1 stalk celery, minced
1 medium onion, minced
¼ cup minced parsley
3 tbsp. dried whole sage leaves
2 tsp. salt
1 tsp. freshly ground pepper
1 cup cranberries
1 cup toasted walnuts
3 cups hot turkey broth or chicken stock

1. Prepare corn bread; let cool. In a large skillet over medium heat, melt butter; add carrot, celery, and onion, and sauté until softened and cooked thoroughly (10 minutes).
2. Cut corn bread in 1-inch cubes. In a large bowl, toss corn bread cubes with cooked carrot, celery, onion, parsley, sage, salt, and pepper. Add cranberries and walnuts. Mix in turkey broth.
3. Preheat oven to 350 degrees F (or turn heat down to 350 degrees F while turkey rests). Place stuffing in a 3-quart casserole and cover loosely with aluminum foil. Bake until hot (about 30 minutes).

ADVENT CALENDAR

Courtesy of Elaine Brugnone
and Diana Ponstingl

Supplies Needed

Color printer
5 pieces of white card stock, 8½" x 11"
2 pieces of plain white paper, 8½" x 11"
1 piece of foam board, 10" x 14"
(available at craft stores)
Double-sided foam tape
Craft knife
Cutting mat (cardboard will work)
Glue
Ballpoint stylus to score a crease for folds
25 red beads or balls
50" of ¼" red ribbon
Glitter

1. Go to www.sierra.com and find the Print Artist webpage. Copy the Advent Calendar layouts to your Print Artist Directory.
2. Open Print Artist.
3. Click on Sign, then Open.
4. Locate Advent Calendar Directions, highlight, and choose OK. Print out the directions and keep for reference.
5. Click on the folder icon. Choose one Advent Calendar layout at a time until

- all four are printed. Print at 100%. Print pages 1, 3, 4, and 5 on card stock. Print page 2 on plain white paper.
6. Cut out pg. 1 on the edge of green background. Cut out pgs. 2 & 3 on the gray border. Attach layouts together.
 7. Glue pg. 2 to the foam board. Use the layout as a guide to trim the board.
 8. Cut out ornaments from pg. 4.
 9. When dry, lay foam board on cutting mat. Take craft knife and cut out door squares.
 10. Glue pg. 3 to the back of the foam board. The blue dots show through.
 11. Cut foam tape and place pieces on the back of ornaments. Place them in the center of each hole in foam board.
 12. Cut the TOP, BOTTOM, and RIGHT SIDE of each door of pg. 1. Score a crease on the left side of doors.
 13. Apply glue on the front of the foam board. Lay pg. 1 down. When you open each door you should see ornaments.
 14. Glue a red bead on each door as door-knobs. Add glitter on the wreaths. Glue a ¼" red ribbon around the outside of calendar. Finish with a hoop on top.
- Complete directions are on the Print Artist webpage. Merry Christmas!



TRUE BLUE PALs— NOW AND FOREVER

The colorful and creative layouts featured in this article were supplied by two devoted PALs (Print Artist Lovers) from Missouri, Elaine Brugnone and Diana Ponstingl. The two sisters have used Print Artist for years and run a business developing and creating new ideas exclusively for Print Artist.

They have also produced two How to Use Print Artist videos that offer great insider details and shortcuts on how to maximize your creative potential using Print Artist. For more information and to order a video, you can contact Elaine and Diana at www.iwc.com/easyway or send correspondence to Specialty Publications, P.O. Box 1545, Florissant, MO 63031.

great tools to help create your own special holidays



Print Artist 4.0 Platinum

- **Preferred Minimum Requirements**
486 DX, 16MB RAM or 68040 & 16MB RAM
- Format** WIN95/Mac
- Price** \$49.95
(Order *70150)



MasterCook Deluxe 4.0

- **Preferred Minimum Requirements**
486 DX, 8MB RAM or 68040 & 4MB RAM
- Format** WIN95/WIN3 1/Mac
- Price** \$29.95
(Order *93012)



MasterCook Cooking Light 4.0

- **Preferred Minimum Requirements**
486 DX, 8MB RAM or 68040 & 4MB RAM
- Format** WIN95/WIN3 1/Mac
- Price** \$29.95
(Order *93013)



MasterCook Sheila Lukins All Around the World

- **Preferred Minimum Requirements**
486 DX, 8MB RAM or 68040 & 4MB RAM
- Format** WIN95/WIN3 1/Mac
- Price** \$29.95
(Order *70360)

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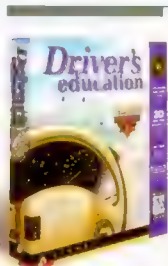
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Driving

(Or Your Money Back!)



Driver's Education '98 puts you in the virtual driver's seat as you drive through Sierra's Virtual City.

Driver's Education '98
www.sierra.com/driversed


Available: Now

Developer
Dynamix

Preferred Minimum Requirements

Pentium 60+, 16MB RAM, WIN95

Format
Win95 CD

Price
\$39.95
(Order #83619)

▶ 1.800.757.7707

**Buy 2
Get 3
FREE!**
See page 64
**By Nancy King**

NASA SPENDS MILLIONS every year developing state-of-the-art simulators for its shuttle-crew astronauts so they're prepared to fly anywhere in space. The U.S. military wouldn't think of letting a pilot embark on any type of flight mission before he or she spends countless hours training and

qualifying on a flight simulator. These individuals are trained to think of split-second solutions for any crisis to ensure their safety and that of their crew members.

It's too bad we don't follow the same training methods when it comes to teenage drivers. Too many teens in this country are given only minimal training on how to operate a vehicle prior to getting their driver's license. What's worse, high school driver's education courses in many public schools have been severely impacted by large budget cuts. What does all this mean? It means we live with statistics like "Sixteen-year-olds





have 40 crashes per 100 licensed drivers per year compared with a rate of 9 crashes per 100 licensed drivers 45-54.”
—AAA Foundation for Traffic Safety.

Leave the Driving to Sierra

America must improve driver education training for our youngest and least experienced drivers. Since our roads have become more congested with short-tempered road warriors, it's no longer an extra, but a real necessity. Sierra offers a solution that works for everyone.

We've created the first-ever, full-3D driving simulator, *Driver's Education '98*. With its advanced physics and real-world events, *Driver's Education '98* literally transforms your PC into a first-class driving simulation. Until recently, this type of technology

was available only to the military for their super-computers. Now young drivers have one more tool to help them learn safe driving, all in the comfort of home.

The Driving Academy

A comprehensive driving instructional aid, *Driver's Education '98* consists of two instructional sections: the Driving Academy and the Virtual City.

In the Driving Academy, student drivers go through a set of multimedia lessons, complete with text, audio, graphics, and animation. The lessons introduce important driving concepts like Signs, Signals, and

understand the concepts introduced. The tests consist of multiple-choice questions, and they all must be answered correctly for the students to pass.

Pass the Test—Guaranteed!

Sierra guarantees that, after completing the *Driver's Education '98* curriculum, you will pass your state's written driver's exam. If you don't pass your test, return the complete product, and Sierra will refund the full purchase price.

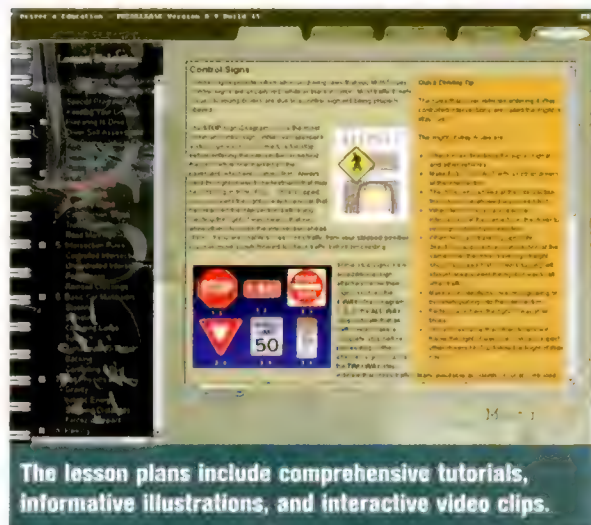
Defensive Driving to students to help them pass their state's driver license exam and to improve their overall driving safety.

After completing a set of lessons, the students then must pass a quiz to demonstrate that they

understand the concepts introduced. The tests consist of multiple-choice questions, and they all must be answered correctly for the students to pass.

The Virtual City

After successfully completing each of the 11 chapter tests, the student is rewarded with the opportunity to drive with Driver Ed (a virtual driving instructor) through the Virtual City. The student must follow Driver Ed's directions and instructions as well as all traffic safety rules in order to pass the driving lesson. After



Controlled intersections are challenging for any driver. Learning and following

the Right of Way rules for

intersections can help teen drivers stay safe and avoid dangerous driving situations. These rules cover vehicles entering a four-way controlled intersection.

- ✓ Check in all directions for signs, signals, and other vehicles.
- ✓ Make eye contact with all other drivers at the intersection.

- ✓ The driver who arrived at the intersection first should be allowed to proceed first.
- ✓ When two or more cars traveling in opposite directions approach an intersection at the same time, the driver traveling straight should proceed first. Drivers turning left should always yield the right of way to all other traffic.
- ✓ Make your intentions clear by signaling or by slowly pulling into the intersection.
- ✓ Pedestrians have the right of way at all times.
- ✓ Do not assume that other drivers will follow the Right of Way rules. In fact, expect other drivers NOT to follow the Right of Way rules.



Many avoidable accidents occur at controlled intersections when one or more drivers do not properly follow the Right of Way rules.

each lesson, the assessment screen will show how well the student did and point out any driving infractions he or she may have incurred while driving. A student must earn a passing mark in order to complete the driving lesson and move on to the next chapter.

After successfully completing all of the chapters, the student must pass a final exam. It consists of two parts: a comprehensive, multiple-choice exam and a graded, final driving test. A passing grade here means the student is better prepared for the real thing—a real driving test with a real car.

It's Fully Loaded

Driver's Education '98 teaches driving basics such as vehicle operation and defensive driving tactics. It also coaches a user on how to develop safe driving techniques and improve overall skills with detailed lesson plans. The *Driver's Education '98 Deluxe Edition* even comes with a steering wheel to get a beginner on the road right away.

On the Road of Life

Our roads and highways are full of people who shouldn't be driving. Stressed, angry, distracted, aggressive, or under the influence of a legal or illegal substance, some drivers are definite hazards to avoid. These drivers impact us in ways that draw out our anger and aggression, adding to an already volatile situation. Learn how to deal with these circumstances with *Driver's Education '98*, and save the aggressive attitude for other Sierra products.

Driver's Education '98 is a safe, smart way to supplement a teen's driving education. Together they're tools that just might help save a life someday. **P**

Driver's Education '98 Deluxe Edition

Complete with supplemental steering wheel. Everything you need to start driving your PC today!



Getting a driver's license is more than a rite of passage—it's a major responsibility. When you climb behind the wheel of a car, your personal safety and the safety of everyone on the road is in your hands.

Driver's Education '98 helps novice drivers learn correct and safe techniques to operate an automobile and avoid potentially dangerous driving situations. Safety is first with *Driver's Education '98*. One of the worst driving hazards on the road is the impaired driver. Alcohol and drugs instantly turn a driver and a 4,000-pound vehicle into a lethal weapon ready to maim or kill.

Check out the Mothers Against Drunk Driving (MADD) Alcohol Myths list below, and see how dangerous alcohol can really be when driving.

MYTH

FACT

Alcohol gives you energy.

Alcohol is a depressant that slows your ability to think, speak, and move.

Everybody reacts the same to alcohol.

There are dozens of factors that affect reactions to alcohol—body weight, time of day, how you feel mentally, body chemistry, and more.

It's just a beer. It can't hurt you.

Large amounts of alcohol can do major damage to your digestive system. You can hurt your heart, liver, stomach, and several other critical organs.

A cold shower or a cup of coffee will sober you up.

Nothing sobers you up but time. You may be clean and awake, but you're still drunk.

Drugs are a bigger problem than alcohol.

Alcohol and tobacco kill more than 50 times the number of people killed by cocaine, heroin, and every other illegal drug combined. Ten million Americans abuse alcohol—it's a drug.

Printed courtesy of MADD. For more information see the website at www.madd.org or call 1-800-GET-MADD.

You are

not here.



Be grateful.

TRD
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TOYOTA
motorsports

1,000 miles. Billowing dust, flash floods and rocks the size of basketballs. Thirty-six hours in a kidney belt designed to keep his irides from turning to tapioca. It's tough on a body. Just be glad it's been "Ironman" Stewart's, and not yours. Toyota Motorsports. Our minds are always racing.

www.toyota.com

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Sierra CompleteHome takes the guesswork out of remodeling, interior design, wiring, and more—it's the perfect solution to home improvement.

Sierra CompleteHome

www.sierra.com/completehome



Available Now

Developer
Sierra

Preferred Minimum Requirements

RAM 60+, 16 MB
HARDWARE

Format
Windows

Price
\$149.95
(Suggested Retail)

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3 FREE!**
See page 92

>1.800.757.7707

By Dan Rabin

DESIGNING OR REMODELING a home can be a lot like selecting a vacation destination. You look at lots of pictures, get advice from friends, and employ a professional to work out the details. Then you spend a lot of money and hope for the best. It may turn out great, but if it doesn't, there's no turning back. And there are no money-back guarantees.

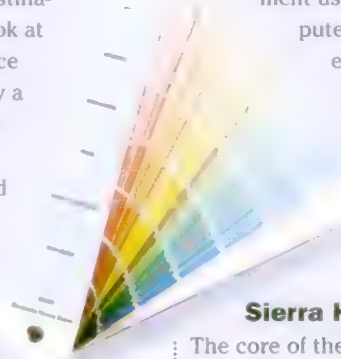
Sierra CompleteHome won't replace

your architect, but this comprehensive library of home improvement software will provide you with the resources you need to make wise, confident decisions when remodeling and maintaining your present home or designing the home of your dreams. And you'll have fun in the process!

Sierra CompleteHome consists of four unique programs—*Sierra Home Architect*, *3D Deck*, *Home Improvement Encyclopedia*, and *Electrical Wiring*—that guide you through home design, maintenance, repair, and improvement using your desktop computer. The programs include easy-to-use design tools, multimedia how-to guides, extensive reference materials, and seamless Internet links to a whole world of information.

Sierra Home Architect

The core of the *CompleteHome* package is *Sierra Home Architect*. This program goes way beyond the basics of home





design with advanced 3D viewing, cost tracking, manufacturer-specific objects, design advice, and more. You begin a home plan with the QuickDesign Wizard, a simple yet flexible way to define and arrange the rooms in your home. While most home-design programs force you to create rooms one wall at a time, *Sierra Home Architect's* QuickDesign Wizard treats rooms like building blocks. Manipulating entire rooms, rather than individual walls, greatly simplifies the process of creating your virtual home and encourages experimentation with different room arrangements.

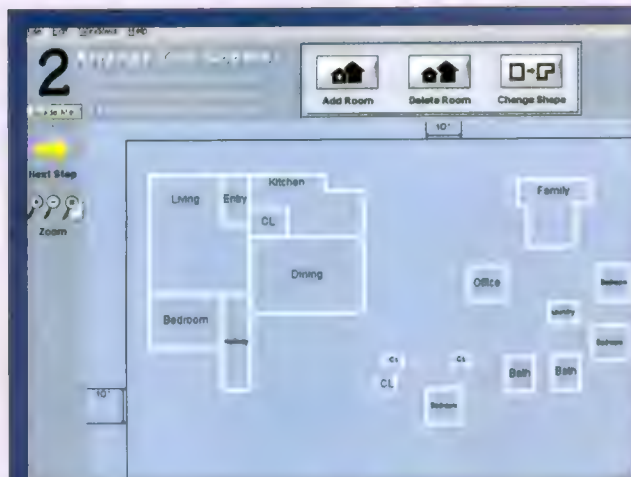
Once you've completed the basic layout, a click on the BUILD button brings you to the Design Center, where the fun

The QuickDesign Wizard

Sierra Home Architect's QuickDesign

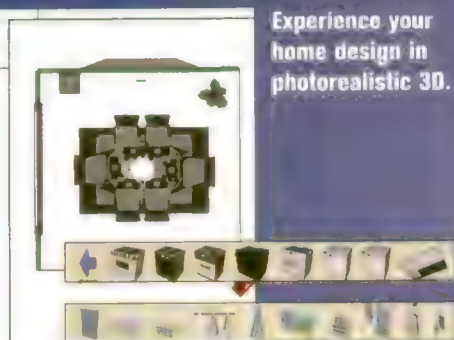
Wizard provides an easy and intuitive way to create your basic home plan. Start by filling out a simple form specifying the number and types of rooms to include in your design. You're then presented with a series of boxes, called RoomBlocks, spread out like pieces of a puzzle on a tabletop. Each RoomBlock represents a room you specified in the previous step. You can stretch RoomBlocks to resize them and move them around to create different layouts. You can even change their shape. For an existing home, you'll have your basic layout completed in no time. When remodeling or designing a new home, you can experiment with countless variations of room sizes, shapes, and arrangements.

really begins. In the Design Center, your home is displayed in both top-down and 3D views. Each change you make in the top-down view is instantly updated in the 3D window. This powerful visualization tool allows you to quickly test numerous design ideas. Experiment



RoomBlocks™
The easiest way to create, move, and decorate entire rooms.

Experience your home design in photorealistic 3D.



Sample Plans

Need a jumpstart for your new home plan? Or maybe some inspiration for a remodel of your kitchen or bath? *Sierra Home Architect* includes a collection of over 250 professional plans for one- to four-bedroom homes, as well as fully furnished kitchens and bathrooms. Before beginning your design, a look at some of these sample plans may be just the thing to stimulate your imagination. If you find a sample that meets your needs, you can use it as the foundation for your own design. You can even order the plans for any of the sample homes.



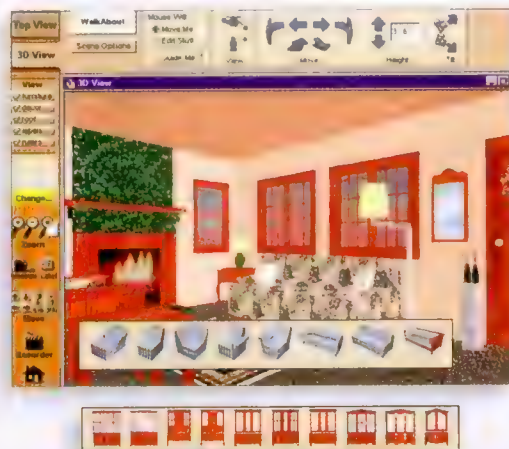
Digital Collections

As if 6,400+ 3D models and textures weren't enough, each month we provide additional furnishings and materials that you can download for FREE. Just visit *Sierra Home Architect's* exclusive website at www.sierra.com/complete-home. Get the latest manufacturers' models and the newest materials. Want to know more about a particular model? Simply click and you'll see product specifications plus direct links. With *Sierra Home Architect*, you never run out of options.



Walkabouts

Sierra Home Architect's famous state-of-the-art Walkabout technology allows you to take virtual, real-time tours of your evolving home design. Instead of wondering what it might look like, you can walk through your design and make changes immediately. No other home product offers such an innovative, smooth, fast, and realistic feature. There's even a recorder to help communicate your ideas to your family, contractors, architects, interior designers, and city officials. Your 2D, 3D, and shopping-list printouts are contractor-ready.



with new color schemes and furniture styles. Think you might like a purple bathroom? Try it! And just how would that aquarium look in the kitchen?

It's great fun to test your ideas in this unique design environment, and it really gets your creative juices flowing.

With the top-down view active, you can access *Sierra Home Architect's* huge Objects Library, which includes everything you need to furnish and personalize your home. There are items for every room, including kitchen appliances, bath fixtures, cabinets, furniture, lighting, exercise equipment, entertainment centers, wall hangings, toys, and even pets!

In the Design Center, you can insert, move, rotate, and delete objects to your heart's content. Tired of your current living room? You can re-create your current layout, then move your furniture around until you find an arrangement you like. It takes only a few minutes.

If you select an object, then click the CHANGE button, a spec sheet for that item is displayed. In the spec sheet, you can edit sizes, colors, patterns, or materials. You can also enter the cost, which *Sierra Home Architect* tracks in a constantly updated shopping list. Spec sheets also contain useful design tips and links to websites of home-furnishing manufacturers.

There is a full set of display controls to fine-tune your 3D view from any vantage point. Then, using *Sierra Home Architect's* unprecedented WalkAbout technology, you can create virtual walkthroughs of your design.

3D Deck

As you finalize the details of your interior design, it's time to start thinking about extending your living space to the great outdoors. That's where *3D Deck* steps to the forefront.

3D Deck takes the guesswork out of deck design and construction. Select a deck from a half-dozen generic designs, then let your imagination take over. As you change your deck's dimensions, adding railings, furniture, and other



amenities, *3D Deck* automatically updates its structural components, ensuring a safe design. This friendly and intelligent program displays the running total of your construction costs throughout the design process. You can even print out complete shopping beam cut and joist cut lists.

Electrical Wiring

Just as *3D Deck* demystifies deck design and construction, *Electrical*

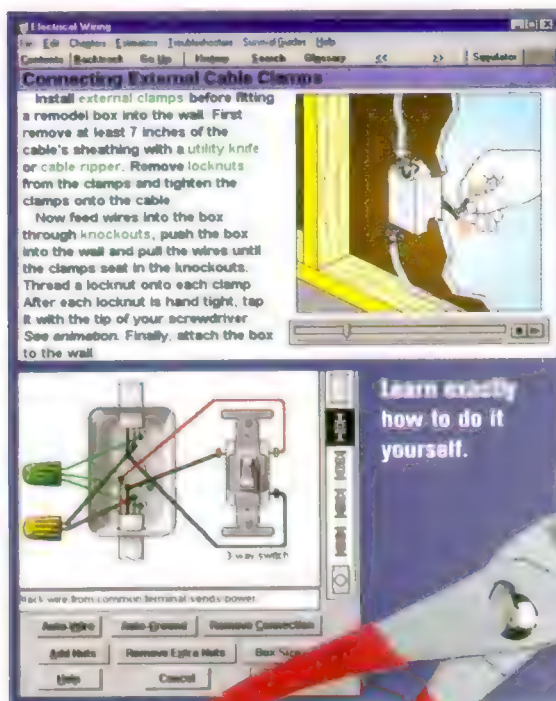
Wiring simplifies the complexities of your home's electrical system.

Shocked? The goal is not to be, and that's where this ingenious electrical simulator comes into play. You design a circuit by connecting various components, click on the power switch, and *Electrical Wiring* tests the integrity of your design. With another selection, the program will display the proper wiring for outlets. You can print wiring diagrams and browse the multimedia

reference sections, which include several how-to instructions and step-by-step animations.

Home Improvement Encyclopedia

As any homeowner can attest, a home is not a static entity. Rather, a home is a complex, ever-evolving work in progress. The *Home Improvement Encyclopedia* is a one-stop information and instruction source with over 500 home-improvement and repair topics. Full-color videos, photos, and illustrations offer



Special Offer

With any purchase of *Sierra CompleteHome*, you'll receive a free three-month *CompleteHome* Membership worth thousands of dollars in savings.

Step-by-step instructions help you create a safe and attractive deck.

Use a compass to fit a board around a curved or irregular object such as a stone or pipe. Place the board parallel to the line of decking and up close to the object. Set the compass width to the depth of the remaining gap. Hold the compass perpendicular to the board and trace around it.

Tip from the pros: Don't try to fit the board precisely. A gap of about 1/8 inch allows for expansion and contraction. If the gap is consistent it will look fine. The closer you make the cutout the more accurate it must be. Also, if you cut the joint too tightly it may split when the board swells.

expert advice on fixing a leaky faucet, tiling, even constructing a brick patio. Everything you need to know to get the job done right is easily accessible in this information-rich program. Numerous Internet links put you instantly in touch with the most up-to-date home-improvement resources available on the Web. There's even a free *Home Repair Essentials* book included in the box!

Home Improvement ENCYCLOPEDIA

- Essentials
- Electrical & Phone
- Landscape
- House Structure
- Decks
- Tool Dictionary
- Plumbing
- Yard Structures
- Web Links
- Glossary
- Credits

Up-to-the-minute topics are available from the Internet.

So, whether you're designing a new home, remodeling your kitchen, adding a deck, or simply wiring a light switch, *Sierra CompleteHome* contains the tools, techniques, and expert advice you'll need to make decisions you can live with. It's a software package you can design your life around.

Driver Ed Is Giving Away a Car!



How would you like to be the proud owner of a new P-959 Turbo?

Silver exterior, black interior, fully loaded, and it runs on—batteries. Oh, did we forget to mention it's seven

inches long and remote-radio-controlled? Anyway, just go to the *Driver's Education '98* website www.sierra.com/driversed and fill out the entry form before December 31, 1997. Five winners will be chosen randomly each week. Only one entry per person. Multiple entries will be immediately disqualified.

Cruising the Web. Surfing the 'Net. Hanging out online. Whatever you call it, by now you've probably done it. And, if you're like a lot of people, you'll agree that finding free stuff on the Web makes the time you spend online well worth the price of admission. Well, Sierra's website (www.sierra.com) has all the downloads, demos, and prize-filled contests you could ever want. We even have a whole section of pages on our website that offer free stuff. Whether you click through from www.sierra.com or go straight to the free demos at www.sierra.com/free, you're gonna be amazed at what we're giving away. ¶ The first thing you find on our free page is links to all of our **demos**. Whether you're a fan of *3-D Ultra Pinball* or **Driver's Education '98**, here is where you'll find exactly what you want. With more than 70 downloadable files, you can sample some of Sierra's classics like *CyberGladiators* and the original *Phantasmagoria*. You can also sample two of Sierra's newest releases: *BIRTHRIGHT* and *Betrayal in Antara*. We've also included a section of downloadable utilities, including Direct X

GeT YouR OuTPoST 2 WaReZ

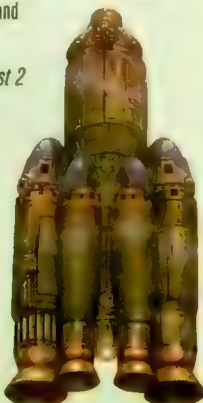
H EY, ALL YOU BORED STRATEGY GAMERS: Go to www.sierra.com/outpost2. Dynamix has put together a post-release demo edition of *Outpost 2* that includes one single-player mission (three difficulty levels), one multiplayer scenario, and many of the game's tutorials—all completely free!

One Exclusive Single-Player Mission

In the single-player mission, you command the Eden colony. You must do the research necessary to build a starship, then recover wreckage from the Conestoga (the starship that carried you from Earth to New Terra, and crashed years ago), and launch the EDWARD Satellite. Strategy tips for this mission are available at the *Outpost 2* website: www.sierra.com/outpost2.

One Exclusive Multiplayer Scenarios

These multiplayer scenarios use the "Last One Standing" objective and can accommodate up to four players. They can be played over an IPX network, TCP/IP, modem, serial, or, better yet, at the World Opponent Network (WON) in a special room for the demo version.



12 Tutorials

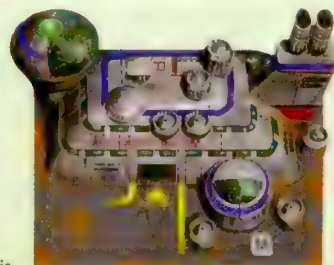
The tutorials included in the full edition of *Outpost 2* explain how to use the interface and manage your colony. All tutorials are included, except for tutorials E and P (the unit references for Eden and Plymouth).

On top of this, it also has a full online manual and a demo AVI that sets up the backstory to *Outpost 2*. This demo won't come with DirectX 3 but needs it to run. Fortunately, DirectX is offered on our website in our free stuff section (www.sierra.com/free). The full demo will be 52MB, but we will have an a la carte version (just like the pre-release demo on the website) available for download.

New Multiplayer Scenarios

Download two all-new multiplayer scenarios from our website through December 31, 1997, and be sure to check out our Far Out Sweepstakes while you're there.

Be sure to keep an eye on this site, because coming up this fall and holiday season, Dynamix will be releasing new downloadable scenarios for *Outpost 2*. But don't think you can find these missions anywhere, because they will be available only at www.sierra.com/outpost2.



Top Ten

Downloads Get 'Em While They're Hot!

Ladies and Gentlemen,
from Sierra's home
office in Bellevue,
Washington, here
are this fall's Top
Ten downloads from
www.sierra.com/free.

10 3-D Ultra Pinball: Creep Night

Requirements: Win32s, Win6
Pinball like you've never seen
it before!

9 Outpost 2

Requirements: WIN95
Explore the colonies of *Outpost 2*.

8 Lords of the Realm II Siege Pack

Requirements: DirectX and WIN95
Includes a *Lords of the Realm II*
demo with a taste of the *Siege Pack*.

7 Trophy Bass 2

Requirements: WIN95, Direct X
Crank up the bass.

6 SODA Off-Road Racing

Requirements: P-90, WIN95
Feel the power of 800 horses.

5 Betrayal in Antara Demo

Requirements: Windows
Get a glimpse of this new release.

4 Fantasy Tracks for NASCAR Racing 2

Requirements: Windows, NASCAR 2
Get the excitement of *NASCAR*
Racing 2's newest tracks

3 Red Baron

Requirements: DOS
A free copy of the most popular WWI
sim of all time!

2 3-D Ultra MiniGolf Demo

Requirements: WIN95, Direct X,
8MB RAM
Dust off that putter and try these
three wacky holes.

1 NASCAR Racing 2 Demo

Requirements: Pentium, 16MB RAM
Buckle up for some high-speed fun!



and Win32. Our "Featured Download" is currently
Sierra's exciting, metamorphic adventure *The Realm*.
Best of all, downloading demos is easy. Just follow the
on-screen instructions for downloading and installing
the software. ¶ Demos are cool because, in effect, you
get to try before you buy. But finding downloads of
complete games on the Web can be like searching for a
sand wedge in your golf bag—you know it must be there somewhere, you just need to know

where to look. Complete games? Here's a hint:
www.sierra.com/free. That's right, two complete
games, er, make that classics—our immensely
popular *Red Baron* and *Betrayal at Krondor*—free
for the taking. ¶ In addition to our free pages,
our regular pages often have some significantly cool downloadable stuff. Our

webpage for our ever-popular, exciting
NASCAR Racing 2, has a couple of really
cool new tracks available for download.
And if you want to find out why everyone

As if the Real Tracks Weren't Tough Enough

As if running the real tracks of NASCAR wasn't
challenging enough, the developers at Papyrus
have designed two fabulous fantasy tracks to
even further test your skill: Bull Run Raceway and Red
Rock International Raceway.

Bull Run, a demanding 3.66-mile road course set in
the fictional town of

Megville, Colorado, is a long track with lots of room
for error. Red Rock, located in Plaster City, California,
is the fastest course in the world. High banked turns,
sweeping flat turns, and blistering speeds make laps
around this 2.6-mile road course an unrivaled rush.

Bull Run Raceway and Red Rock International Raceway
are free for download at www.sierra.com/gnsep. Take
an exhilarating spin on a course where the slightest
mistake can send you careening in the wrong direction,
and only a perfect lap translates into victory.

Or rev your engines on one of the most challenging
stretches of racing
surface anywhere...
the people in the know
at Papyrus call it—The
Widowmaker!

These are tracks you
really have to see to
believe.



is buzzing about the upcoming **Half-Life**, you should check out www.sierra.com/halflife. ¶ An often-visited area is Sierra's Internet gaming network, the World Opponent Network (WON). Here we offer free online gameplay for some of our popular titles. With WON, we've created a site for gamers around the world to get together and play their favorite Internet-enabled Sierra games. ¶ Our **online gaming** system is very simple to use. Once

We have worked out a little deal with Mindspring (the ISP) for Sierra customers. All you have to do is mention Sierra On-Line, and they will waive the usual \$25 startup fee. Give them a call at 800-719-4332 or on the Web at www.mindspring.com.

You Haven't Played Until You've WON

WON (World Opponent Network), Sierra's brand-new online gaming site, plays host to a number of games ranging from *Trophy Bass* to *Lords of The Realm II* to *MissionForce: Cyberstorm*. But nothing gets as much online game-play as our *Hoyle* series. *Hoyle Poker* and *Hoyle Blackjack* have consistently been at the top of the list of most frequently played games, with *Hoyle Casino* not far behind.

Here is something to look forward to: This holi-

day marks the release of three-count 'em, three—new Hoyle products: *Classic Board Games*, *Classic Card Games*, and an updated *Casino Deluxe*. All will feature compatibility with

WON. The new games will let you take to the network to challenge your friends in Chess, Battling Ships, Checkers, Yacht, Chinese Checkers, and Backgammon. Card gamers will enjoy playing Hearts, Spades, Gin, and several versions of Poker against people all over the world. Don't miss the action at www.won.net.



Isotope on a Rope

You can't pick up a gaming magazine or visit any online gaming news site without reading about Sierra's exciting plunge into first-person shooters. Designed by an all-star team at Valve Software, *Half-Life* has already won Gamepen's "Best of E3" award and, when released, will take the software world by storm.



An action-oriented game, *Half-Life* places you in a top-secret decommissioned missile base where everyone is out to get you. The game features an impressive stable of monsters, comprising more than 25 different creatures with many distinct varieties within each species. Otherworldly beings such as Bull Chickens, Head Crabs, and Hound Eyes—as well as your own military's CIA—all take their turn at terminating you before you reveal their nasty secret. One problem: you must first find out what that secret is.

Want to see what everyone's talking about? Go to www.sierra.com/halflife to take a look at some screenshots, download two sneak-peek videos, and get a sample of *Half-Life*'s musical score. Some games actually earn their hype.

This'll launch you into an easy, intuitive interface where you'll have the option of joining a game that suits your level of expertise. ¶ On top of downloads, **Internet games**, demos, and WON, our site contains tons of hidden freebies. There are screensavers, theme packs, contests, and lots more. So, take some time, and go exploring in the treasure-laden Sierra website. What you find will surprise you! ¶

SIERRA is known for putting together GREAT theme packs, such as the five-game *Leisure Suit Larry Collection* and the *Front Page Sports All Pro Collection*. Well, now we have put together an *Online Gaming Pack* featuring 12 of your favorite games restructured with online-only play! With the all-star lineup of *BIRTHRIGHT*, *Hoyle Blackjack* and *Poker*, *Dr. Brain*, *FPS: Golf*, *Lords of The Realm II Siege Pack*, *3-D Ultra MiniGolf*, *Outpost 2*, *Red Baron II*, *The Realm*, *YDKJ Sports the netshow*, and *YDKJ the netshow*, you just can't go wrong. So, fire up your computer and turn on your modem, because this is one collection you definitely don't want to miss!

PC GAMER EDITORS' CHOICE

FIVE GREAT GAMES - ONE LOW PRICE! EDITORS' CHOICE COLLECTION

Front Page Sports®: Golf

"The TrueSwing™ forces you to watch your swing the whole time, which is a more intuitive and realistic way to play golf. Sierra has dared to create a golf game that changes the rules. The revolutionary hitting style of FPS®: Golf, coupled with the beautiful 3D-rendered graphics and the fun, yet tough courses, make this game one of the hottest golf sims on the market."

— Dean H. Renninger

YOU DON'T KNOW JACK

"...one of the most pleasant surprises of this year was the advent of the YOU DON'T KNOW JACK® phenomenon. Clever trivia questions, clean, thoughtful design, hilarious categories. Trivia buffs will really dig it and will find themselves coming back to it again and again."

— Lisa M. Howie

CART® Racing

"The graphics are gorgeous, the realism is right on target, the frame rate is faster, the manual is excellent, and the modem play works beautifully. CART® Racing® is another top-notch sim....and a definite must-have for any race fan."

— Lee Buchanan

Rama™

"Rama™ is worth every minute...Like the real adventure would, it stretches your mind, even as it richly rewards your senses. This is one of the best sci-fi games ever to appear in the PC format, period...be prepared for the workout of your life."

— William R. Trotter

Caesar™ II

"Caesar™ II has a rich, enveloping texture; all the major elements of gameplay and strategy are beautifully balanced, and the more time you spend with it, the more addictive it becomes. The cities are exquisite: soaring temples, marbled plazas, gleaming public baths... When you have successfully built such a city, you've not only mastered a strategic challenge, you've created something beautiful."

— William R. Trotter



Front Page Sports®: Golf —The Coeur D'Alene Course

- Interactive TrueSwing™ allows direct control over golf club
- On-screen golfer is fully 3-D and mimics your every move as you swing
- 12 types of play, including skins, four-ball, scramble, and Ryder Cup
- Industry leading Internet multi-player support

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- Includes over 800 questions with 20 hours of non-repetitive verbal abuse
- 1, 2, or 3 players duke it out on one keyboard
- Gameplay so fast you'll get blisters

CART® Racing

- Realistic racing action on 15 different tracks
- Learn racing strategies that actual CART drivers use
- Enhanced Artificial Intelligence

Rama™

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- Richly detailed storyline of intrigue, wonder and beauty captivate all who come in contact with it
- Innovative 3D environment is unsurpassed in its intricacy and beauty

Caesar™ II

- Build magnificent cities in authentic architectural detail
- Optional novice mode for new gamers and extended gameplay and depth for those who choose
- Complete online tutorial and multimedia history of the Roman Empire

www.sierra.com



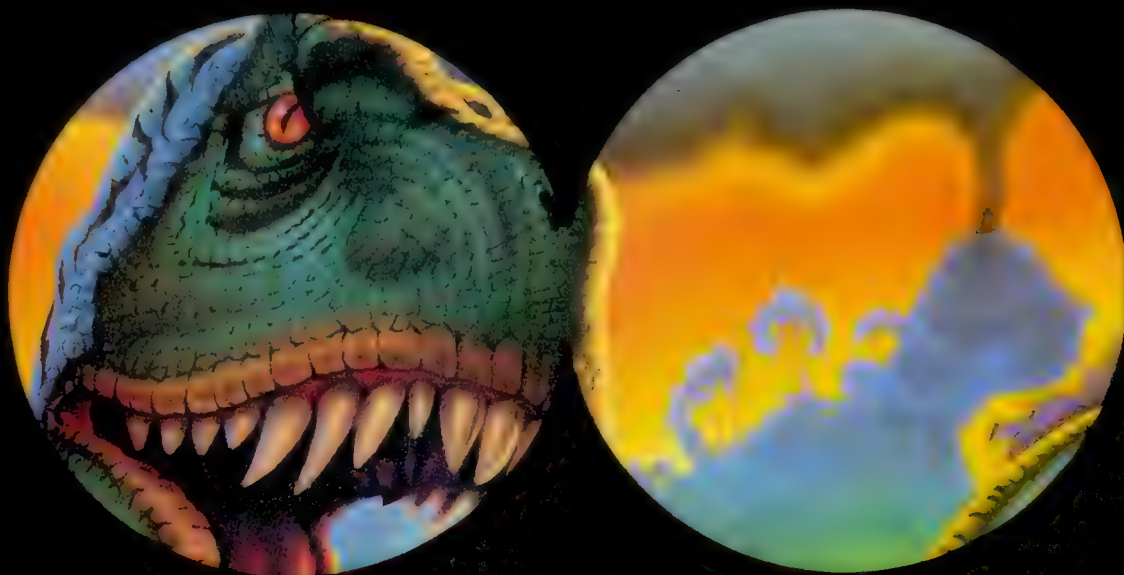
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SIERRA

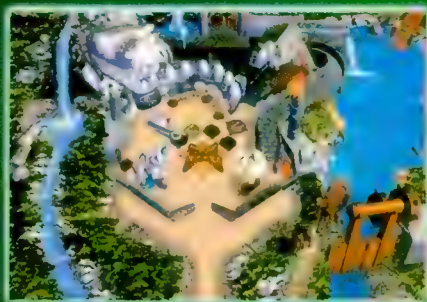
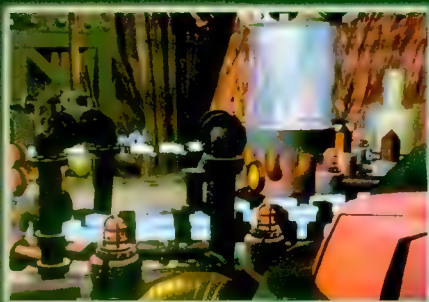
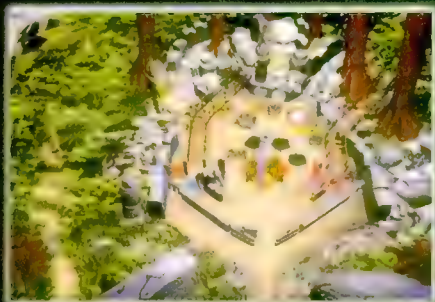
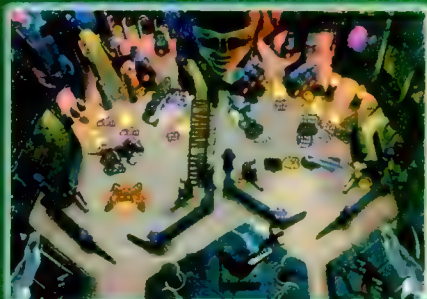
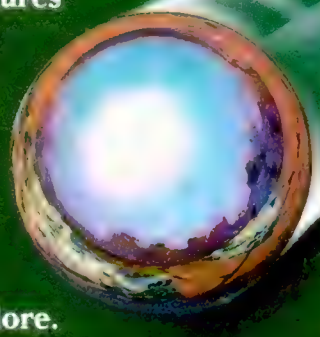
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www.sierra.com/3dupb3

YANK BACK THE PLUNGER AND PREPARE TO BE THRUST INTO THE PINBALL ADVENTURE OF YOUR LIFE!

3-D ULTRA PINBALL: THE LOST CONTINENT features a story as rich as the 3D environments in which it unfolds. Survive the onslaught of a dinosaur stampede. Rescue the beautiful princess and escape from The Lost Continent.

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- Exclusive extra-wide tables put an end to scrolling.



3-D

U L T R A
PINBALL
THE LOST CONTINENT

Mask of Eternity

Is Daventry Doomed? Only Roberta Knows for Sure

www.sierra.com/mask

THE NAME ROBERTA Williams has come to mean quality games, engaging plots, and, most of all, fun for all levels of gamers. So, when Roberta started work on the eighth installment in the hit *King's Quest* series, it generated a lot of interest.

Complete with action, suspense, conflict, and exploration, the upcoming *King's Quest: Mask of Eternity* brings an entirely new feel to the world of adventure games. A radical return to the true essence

of interactive games, *Mask of Eternity* blends the classic features of adventure games, the excitement of action games, and the intricate role-playing of fantasy games.

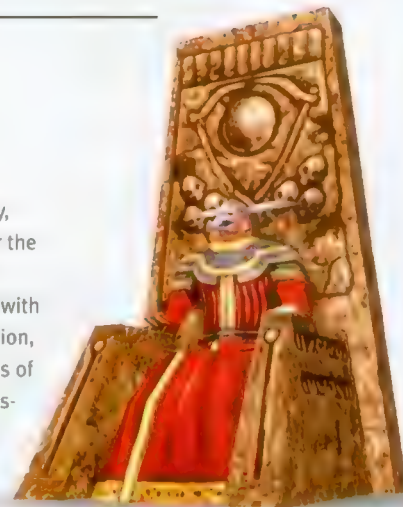
As well as coupling fighting elements with complex puzzles, Roberta has added a new twist in the storyline. Traditionally in the *King's Quest* series, the hero of the story has been a member of the Royal Family of Daventry.

However, this time something or someone has turned the entire royal family to stone. It is up to one of the seemingly

ordinary citizens of Daventry, Connor Mac Lyrr, to discover the answers behind this curse.

Connor, a young man gifted with courage, cunning, and intuition, must unite the broken pieces of the Mask of Eternity, thus dispersing chaos and restoring the celestial order.

The advanced technology of *Mask of Eternity* allows gamers to freely explore the enthralling 3D world of Daventry. The sprawling landscapes, thick forests, and eerie caverns draw you deeply into this mystical epic. So, lace up your boots, sharpen your sword, and get ready to square off against evil in the most fascinating *King's Quest* game yet—*Mask of Eternity*.



For a unique chance to talk with the *Mask of Eternity* design team, don't miss the *Mask* web-site at www.sierra.com/mask.



Mask of Eternity combines intense 3D action with the storytelling talents of Roberta Williams.

Reno Air Racing*

Papyrus Can't Keep Its Wheels on the Ground

www.sierra.com/indycar

WHEN WE HEARD rumors about *Reno Air Racing*, a flight sim from Papyrus, we thought someone had their facts wrong. After all, for many years Papyrus has been setting the racing sim land/speed record with classics like *NASCAR Racing*,

*Working title

IndyCar Racing, and now the upcoming release of *SODA Off-Road Racing*. But, when we heard the details, like how this was a racing game based on the immensely popular National Air Racing Championships in Reno, Nevada, everything started making sense.

Developed in conjunction with Victory Interactive, *Reno Air*

Racing will put you in exotic locales, flying, at times, barely 50 feet above the ground. With multiple courses, including the Reno, Nevada, course of the Reno Air Racing



Championships, *Reno Air Racing* will seat you in the cockpit of many different planes, like a BF-109 and a P-51 Mustang in four different classes. You will be able to choose between single races and a complete championship season. *Reno Air Racing* promises to be the only product where you get all the close, fast-action excitement of a racing arcade game combined with the realism of a full, high-fidelity flight sim. As well as tight racing action, *Reno Air Racing* features force-feed-back joystick support, two-player support over a modem, and



Reno Racer lets you compete with a variety of different, legendary warbirds like the P-51 Lightning (left) or the Corsair (right). Flight characteristics are accurate for each plane.



eight-player support over a LAN. So, grab a few buddies, and get

ready to take flight—Papyrus style. For design updates, don't

miss the *Reno Air Racing* website at www.sierra.com/renoracer.

Quest for Glory V: Dragon Fire

So You Want to Be a Hero?

www.sierra.com/qgv

FROM THE LOST city of Atlantis to the searing depths of Hades, *Quest for Glory V: Dragon Fire*'s unprecedented 3D world promises to completely redefine fantasy role-playing games. The captivating story and fascinating interactivity you have grown to expect from Sierra have been combined with stunning graphics, real-time combat, and limitless exploration to keep you glued to your screen, fixated on becoming the new ruler.

Based in the mythical, magical land of Silmaria, *Dragon Fire* is a third-person, action-oriented role-playing game. Your quests will send you to the wilds of ancient Greece, strand you on the Isle of Hydra, and sink you in the dark depths of Hades. While solving intricate puzzles and complex problems, you will

also be battling Cyclops, Tritons, Hydras, and Gargoyles. Fortunately, at various points in the game, you will meet up with tried and true friends from earlier chapters who will aid you in your dangerous and heroic adventures.

One of the most interesting aspects of *Dragon Fire* is continual improvement of skills. This means you will define and develop your character's skills and

abilities. So, skills such as weapon use, lock picking, magic, and stealth will improve over time with practice and use.

Dragon Fire is the first of the *Quest for Glory* series to have both single-player and multiplayer capabilities. In your quest to earn the right to rule Silmaria, you will undergo six

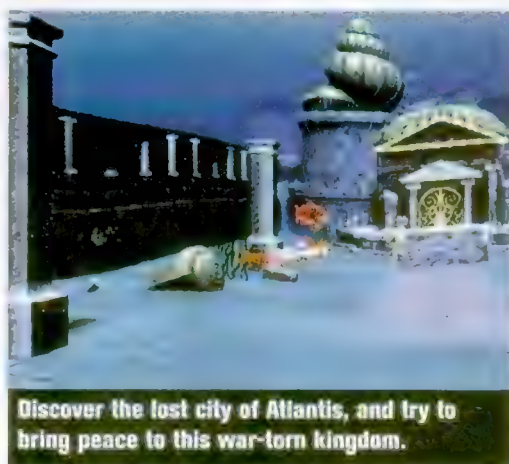
missions in which you must discover who murdered the former king and make certain the murderer faces the fate he/she/it deserves. Whether you are wielding a sword or using the weapons of wizardry, you must challenge all foes and prove you have what it takes to be a hero.

Don't miss the QFGV:

Dragon Fire online design forum at www.sierra.com/qg5.



Defend yourself with weapons, quick acrobatic moves, and powerful spells.



Discover the lost city of Atlantis, and try to bring peace to this war-torn kingdom.

Earthsiege 3

Earthsiege 3 Is Almost Here

www.sierra.com/es3

WORKING ALL HOURS of the day and night in laid-back Eugene, Oregon, the programmers at Dynamix are furiously working on their latest and greatest: *Earthsiege 3*. The HERC masters have taken the traditional and now classic *Earthsiege* universe and loaded it with a high-octane storyline and technological enhancements that can't be matched. The result: a compelling

sci-fi experience packed with high-tech tools and gadgets, an intriguing plot, and undeniable hints of alien visitation.

Technologically, *Earthsiege 3* will be revolutionary. Complete with a new 3D engine, it features some truly impressive graphics. Worlds are vivid and highly detailed, with texture-mapped environments. "We have lots of killer artwork and shape defines," designer Dave Selle says, "which show the accuracy of the physics in our object move-

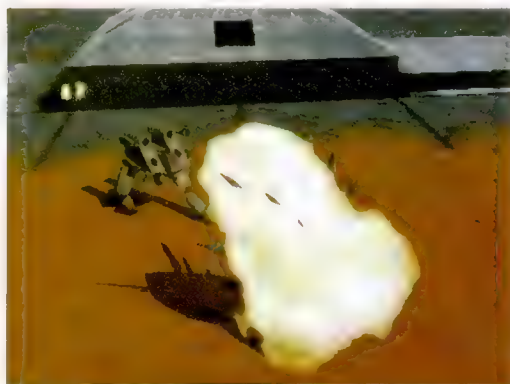
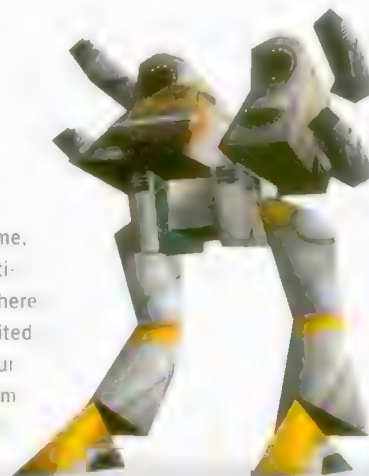
ment and collisions."

As well as offering an immersive, single-player game, *Earthsiege 3* provides a multi-player death-match mode where the number of players is limited only by the bandwidth of your LAN connection. You can team up with a partner or two and engage in any of the exciting missions.

Unlike the first two installments, *Earthsiege 3* does not confine you to playing the good guys. You can play the Cybrids,

who enjoy wreaking havoc on the general populace, or you can act as the Terrans and strategize to destroy all the others. If you really like a challenge, you can play the tough-as-nails (and very underprivileged) Rebel Colonists. This will definitely make you work for victory!

So, whether you want to guard a convoy, take on a mining mission in the heart of enemy territory, or simply pilot airskimmers, tanks, and hovercrafts, *Earthsiege 3* is the real-time action-simulation that lets you hop into a huge go-ton robot and do some serious stomping! Get a clue by visiting www.sierra.com/es3.



GREAT BALLS OF FIRE: A Cybrid Executioner makes its last mistake.



READY FOR BATTLE: Four Apocalypse HERCs awaiting transport to their drop zone.

Gabriel Knight III

Blood of the Sacred, Blood of the Damned

www.sierra.com/gk3

THE FIRST DEMANDS for *Gabriel Knight III* arrived just four days after the release of *Gabriel Knight II*. These demands were soon followed by thousands more from gamers and game reviewers around the world.

When *Gabriel Knight II: The*

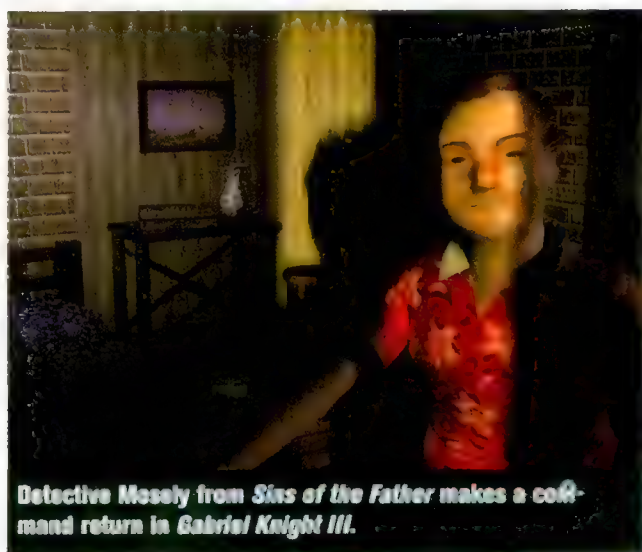
Beast Within won the lion's share of the 1996 game awards—including Adventure Game of the Year from *PC Gamer* and *Computer Games Strategy Plus* magazines and Game of the Year from *Computer Gaming World*, the future of the series was assured.

Now, after taking time out to

pen her first *Gabriel Knight* novel, designer Jane Jensen has unveiled the latest mystery to puzzle her intrepid shadow hunter.



Gabriel Knight and his bike go 33.



Detective Messely from *Sins of the Father* makes a command return in *Gabriel Knight III*.



Players can move the camera in this real-time environment, even in the middle of a scene.

Gabriel Knight III: Blood of the Sacred, Blood of the Damned, due late in 1998, will offer a new dimension in the gaming series. Built on Sierra's new G3

Engine, custom built for the *Gabriel Knight* series, the new system lets players interact with lifelike and intelligent characters in a total 3D environment. All the

"players" in this interactive environment feature fluid animation, and the backgrounds will look as if they are pre-rendered. You won't see the pixellating that is so prevalent in computer games today. Though the G3 Engine

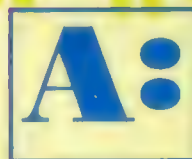
the Sierra website at www.sierra.com/gk3. You'll find more sample screens and characters, a synopsis of the plot of the game, and also a running journal on game development straight from the designers and programmers.

makes full use of the latest 3D cards and high-end CPUs, the engine is also fully scalable, so you don't have to have all the latest gadgets in your computer in order to play. For more information on *Gabriel Knight III*, check out

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Grand Prix Legends

The Grand Prix Legends Live Again

www.sierra.com/gpl

GRAND PRIX LEGENDS is the latest masterpiece from David Kaemmer, the genius behind the wildly successful *NASCAR Racing* and *IndyCar Racing* product lines. *GPL* introduces David's all-new three-

dimensional physics engine. In techno-speak, it's a multiple rigid-body system incorporating 17 degrees of freedom, which includes details to the level of the rotational inertia of the engine. But to put it simply, it's the most accurate and complete race car vehicle dynamics model ever realized for the desktop PC.

GPL simulates the 1967 Grand Prix season, which includes 11 of the greatest racing circuits the world has ever known. For the first time, racing sim fans will experience the raw speed

of a chicane-free Monza and the roller-coaster challenge of the 14-mile Nurburgring Nordschleife. And just to make sure you don't get bored, you'll

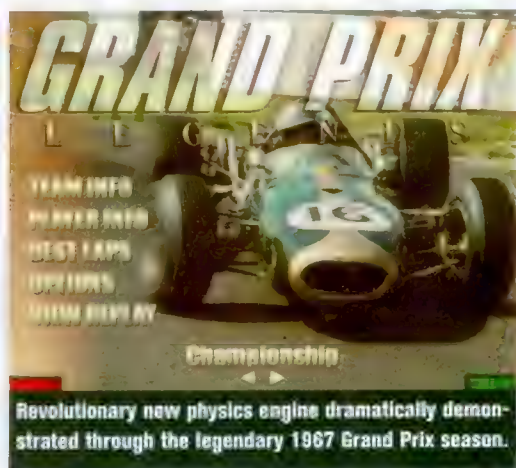
be driving cars that demand every ounce of your attention. Thirty years ago, Grand Prix cars had plenty of horsepower and ran on grooved tires that provided little grip, so expect to spend a lot of time grinning through lurid power slides and four-wheel drifts. On these great circuits, you'll get to tame seven distinctly different, legendary Grand Prix cars.

And of course, *Grand Prix Legends* is designed from the

ground up to take maximum advantage of 3D hardware accelerators, particularly Rendition and 3Dfx-based cards. With extensive lighting and shading, a true 3D virtual cockpit complete with fully articulated driver, and spectacular crashes and special effects, *GPL* is the first racing sim to deliver the complete in-the-cockpit experience. Once again, David Kaemmer is redefining racing simulations.



Grand Prix Legends features the finest in-cockpit driving experience ever offered!



Revolutionary new physics engine dramatically demonstrated through the legendary 1967 Grand Prix season.

Leisure Suit Larry's Casino

Wanna Bet Someone's Getting Naked?

www.sierra.com/lslcasino

WHAT DO YOU get when you cross humor, gambling, and Internet chat? Sierra's new *Leisure Suit Larry's Casino*, of course!

Once again, our man Larry has gotten lucky: Sierra has chosen software's lovable loser to star in his own casino game. Larry even gets to decorate his own casino—just imagine the possibilities!

Leisure Suit Larry's Casino is also packed with that special

brand of humor Larry fans love. Plus, it's designed from the bottom up for Internet play. The chat interface alone will blow you away.

Including Poker, Blackjack, Craps, Roulette, Slots, Wheel of Fortune, and something kind of like horse racing, every game is playable with your Internet friends from around the world.

What? You don't have Internet access? No problem. *Larry's Casino* is more fun to play alone than any gambling game you've ever seen, because you get to

gamble against Leisure Suit Larry himself, via Al Lowe's exciting new creation, *CyberLarry 2000TM*.

Combining humor, gambling, chat, and Internet play makes *Larry's Casino*, due out in spring 1998, the wildest gambling game yet. Even if you lose

your shirt, you'll be laughing all the way to the cashier's cage!



LEISURE SUIT LARRY'S CASINO: This guy is in no way, shape, or form a 5-card stud.

CyberStorm 2: CorpWars

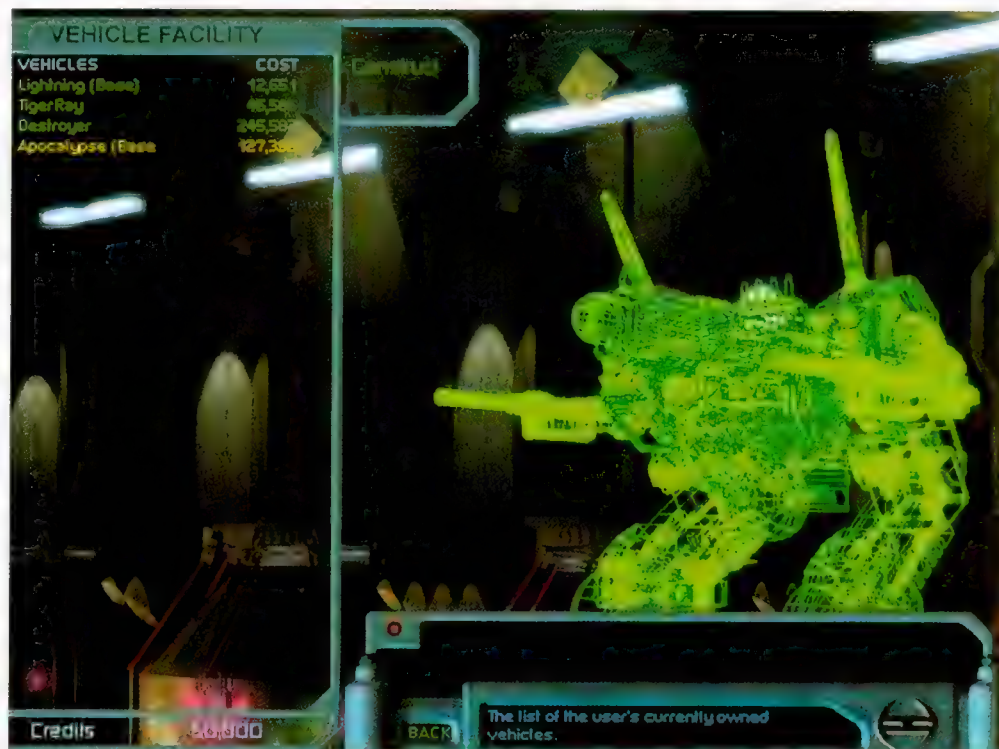
Gamers Redefine the Sequel

www.sierra.com/cstorm2

YOU LIKE HERCS? Into building your own vehicles? Enjoy having the choice of 170 weapons? In *CyberStorm 2: CorpWars*, the upcoming sequel to Dynamix's smash hit *MissionForce: CyberStorm*, you'll get all that and considerably more.

CyberStorm 2 is both very similar and vastly different from the original. Some of the biggest features in the first game were the visuals and the amazing flexibility in building your own vehicles. Graeme Bayless, director of *CyberStorm 2*, stresses this has remained a priority in CS2.

"The visuals have remained a focus, with tremendous improvements in the visual appeal of the terrain as well as retaining the cool 3D models for each vehicle," Graeme says. "We've added a lot more visuals of explosions and weapon-firing effects. As for the flexibility of building your own stuff...let me simply say this: 170 weapons...27



chassis...you get the picture."

On the other hand, Graeme and his team have implemented several changes they believe are for the better. *CyberStorm 2* is square-based, rather than the traditional hex-based. This

allows the designers to make much more natural-looking terrain. As Graeme says, "Hexes don't occur in nature much, but lines do."

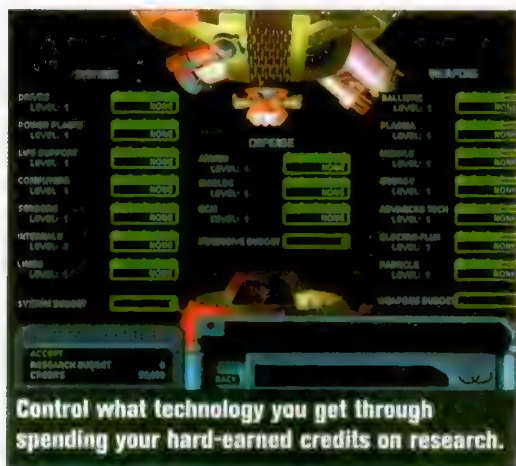
Another change is in the style of play. *CyberStorm 2* is set in a

real-time world as opposed to being turn-based. The Dynamix crew wanted people to be able to enjoy this game in a multitude of ways. This lets you play it in real time, or slow it down to a virtually turn-based mode.

"Plus," Graeme says, "we received so much mail asking for it to be real-time, we had to do something."

Graeme says to the fans of the first *CyberStorm*, "We listened to you. You wanted to build your own bioderm—got it. You wanted control of what weapons you receive—got it. You asked for real time—got it. You wanted more stuff—got it. You're gonna love it!"

Keep checking in with the *CyberStorm 2* website at www.sierra.com/cstorm2.





'EARTHSIEGE 3' Experience the Future Wars as a Corporation, Cybrid or Rebel. Engage in squad-level combat on moons, planets and asteroids. Choose from 40 fully-configurable vehicles and 45 plot missions and an unlimited number of random ones in real-time. Play via the Internet, network or modem.

Sierra (Simulation)
Release Date: 11/97 PC CD \$49



'RED BARON II' You will become immersed in World War I and the careers of the brave young men who pilot the flying machines in the dangerous dawn of aviation. Engage in deadly dog fights, strafe an enemy aerodrome as you line up your nemesis in your sights.

Sierra (Simulation)
Release Date: NOW PC CD \$47.25



'IF16' contains an easy to use quick start mode as well as detailed missions and campaigns. Jump into combat and experience incredible graphics and high energy explosions without ever opening the manual.

Interactive Magic (Simulation)
Release Date: NOW PC CD \$48



'ARMORED FIST 2' Experience ground combat as the Army's newest tanks tear across 3D Voxel Space where the sense of realism and accuracy will not be duplicated. Sit in on live action mission briefings and actual footage of armored vehicles.

Electronic Arts (Simulation)
Release Date: NOW PC CD \$46



'KINGS QUEST 8: MASK OF ETERNITY' masterfully combines a revolutionary 3-D action engine, complex 3-D worlds and high interactivity with the best features of the King's quest universe: fantastic characters, fast-paced puzzles and a compelling story.

Sierra (Adventure)
Release Date: 12/97 PC CD \$48



'THE CURSE OF MONKEY ISLAND' includes all of the elements that made the series great but with a more highly stylized, hi-resolution look. Through an intuitive interface players pick up and use objects and talk to various characters throughout the game.

LucasArts (Adventure)
Release Date: 11/97 PC CD \$39



'DEFIANCE' You are a test pilot for an awesome new weapon when suddenly it is no longer a test. First person combat simulator, four levels of firepower, missiles and auxiliary weapons. Twin beam laserlok firing system.

Avalon Hill (Action)
Release Date: NOW PC CD \$40



'NBA LIVE 98' contains hip, cool, progressive graphics, music and the most realistic gameplay available. Superior sports AI make this the most accurate hoops game ever. New animations including dunks and 360-spin moves. More user control over 'Power moves' and split screen 3-point shootout.

Electronic Arts (Sports)
Release Date: NOW PC CD \$45



'FRONT PAGE SPORTS FOOTBALL '98' Featuring greater arcade play, play-by-play commentary and player cards for every starting player in the NFL. Motion-capture technology and multi-season career play keep it exciting. Internet, modem and network play.

Sierra (Sports)
Release Date: NOW PC CD \$29



'CH RACING SYSTEM' Become a road warrior with the system that was built for speed and durability. System comes complete with a high-performance racing wheel with 160 degree range of motion, four push buttons and foot pedals for acceleration and braking.

CH Products (Hardware)
Release Date: NOW PC \$85



'CH GAMESTICK 14' The comfortable base is equipped with 14 functions, a slide throttle, trim controls, two directional pads and patented gimbal. Designed for both left and right handed gamers.

CH Products (Hardware)
Release Date: NOW PC \$60

COMPUTER GAMES: SIMULATION

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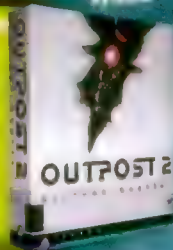


4

OUTPOST 2

Dynix

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5

LORDS OF THE REALM II

Impressions

Are you noble enough to rule?



6

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Synergistic Software

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7

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8

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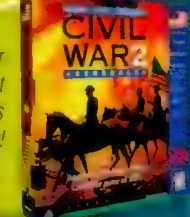


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CIVIL WAR GENERALS 2: GRANT, LEE, SHERMAN

Impressions

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20

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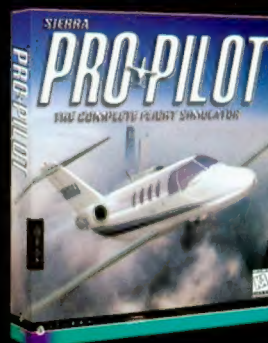
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